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THE WORLD'S FIRST AND BEST NO.1 GAMES MAG!
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THREE COURSE XMAS FEAST!
DIDDY KONG RACING
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MARVEL SUPER HEROES



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MOTO RACER



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COMPUTER AND VIDEO GAMES #193 DEC 1997

SUNNY FUNNY ISSUE

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FREEPLAY

FREE 16 PAGE PULL-OUT!!



REVIEWS



COMING SOON



REGULARS

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.





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EDITORIAL

EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
ART EDITOR:
JAIME SMITH
DESIGNER:
TONY CORMACK
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA

CONTRIBUTORS:
RICHARD LEADBETTER, PAUL GLANCEY, IRENA POGARCIC, YAS HUNTER, TOM COX, EDDIE PARK
THANKS TO:
LIZ DARLING, PAUL'S ROOF, SAINT NICK
SUS CORRESPONDENT:
MATT TAYLOR
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6710
Advertising fax:
0171-216 6215
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Battle Base:
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

EXECUTIVE PUBLISHING DIRECTOR:
Sarah Janes
PUBLISHER:
Harry Attrill
COMMERCIAL DIRECTOR:
Sandra McClean
ADVERTISING DIRECTOR:
Julie Moore
SOFTWARE MANAGER:
Chris Perera
CONSUMER PROMOTIONS MANAGER:
Laurence Robertson
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MAIL ORDER EXECUTIVE:
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Annabel Green
PRODUCT MANAGER:
Kirstin Richens
MARKETING EXECUTIVE:
Zoe Wharnsby
GROUP PRODUCTION MANAGER:
Sam Lee
AD PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

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BEST CHRISTMAS PARTY EVER: PART ONE

Glad you could make it! Hope the £1.50 entry helped*. We're celebrating our 16th Christmas on CVG, it would have been such a shame to exclude you. So, hello to the new guys. Keep the noise down everyone else!

But there's a lot to get rowdy about what with Louise (aah...) getting friendly with *PaRappa* (Lara ain't the only babe who loves PlayStation we discovered). Then there's the biggest Christmas games rallying to draw your attention away from her.

Which one of the Nintendo 64 racers leaves the others behind? How fast will Sonic and pals have to run in order for Saturn to catch up? What happened to this year's great PlayStation racer? And where does *Quake 2* fit in to all of this?

We're gonna answer all those questions and more inside this special issue of CVG. In fact we care so much about all our readers having a great time out there that we've put together a 24-page Christmas buyers guide.



Course, all you wanted was the free Virtual Pet book right? Well, you have fun cleaning up all the cyber crap. We're off to have the kind of senses-shattering fun that only video game masters are capable of. Join us if you're up to it!

PAUL

* (overseas still have to pay full price, sorry)

BABES IN THE HOOD

Hope you appreciate the fact Louise cared to join us for some fun this issue. We invited her along for a few reasons: a) we like her, b) we like her, c) we like her, and d) games aren't just for boys.

Yes it's true. Which means, like it or not, there are a lot of girls out there who are salivating as much as the guys do over video games.

Used to be a time when inviting the opposite sex round to your gaff required some hasty tidying away of evidence (we're on the subject of video games, remember!). But now, it's practically essential to have a PlayStation kicked under the TV – kicked, thrown, dropped... whatever, it has to be casual right?

So great. Let's play lots of games with girls okay! But wait! What does this mean about the kinds of games being developed right now? Scoring points for gossip? Mix and matching fashion accessories – what?

WHAT!

Gentlemen. It is our duty to ensure that video games remain true to their roots. And that our female comrades learn to appreciate video games as we have before them. We're onto a good start: Louise loves PaRappa. Lessee now, a few carefully chosen steps on from there and – over a period of a few months, involving a fair few private sessions – one of us could easily have her going crazy over *Street Fighter EX Pus Alpha!*

Write in and let us know what you think about the Louise story. But be careful what you say, because she's our mate!



ARMS AROUND LOUISE

THREE WISE MEN AND THREE MORE AS WELL



It's almost a year since Paul returned from Japan with a couple of Tamagotchis in his suitcase. One for himself. One for Ed – deemed strange enough to understand the idea without instructions.

Now Tamagotchi is so popular in Britain, you can't buy them anywhere. Amazing how such a weird little toy can get a nation so fired up.

This has caused us to think. A painful process, but here's the payoff: We guess CVG is on the brink of including more off-the-wall stuff like Tamagotchi. We set out to bring you the best representation of video game culture there is, and the box sitting under your TV (PlayStation, Saturn, N64...) is only a part of it.

Since we love being a part of the whole video games thing so much, we trust you'll accept some of the funky new directions CVG is about to take IN ADDITION (we wouldn't lose the hard-core information) to the usual.

But we absolutely draw the line at fishing.



CVG RATING SYSTEM



5... EXCELLENT — Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4... VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3... GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2... PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

FAIR COMMENT

Hold onto your solicitors. Apparently, so long as we put this little box here, CVG can get away with saying exactly what it likes, when it likes, in the manner it likes, and forever! Just to make it clear that everything written in CVG is based on our own personal opinion. Fact boxes which head the reviews comprise of information from the relevant companies, or is to the best of our knowledge. Also the news section of the magazine is full of information which we have found to be true, and is correct at the time of going to press. Basically if we say it's good, we think it's good. And when we say it's crap, we honestly think it's crap. We don't have any big organisation breathing over our shoulders influencing review scores or anything sordid like that. We're clean! Long live the truth!



THAT AD

You may remember last month that Steve told you about his trip to Brazil. No ordinary trip this, Steve was flown there by Sega, then starred in a crazy TV as for the Saturn. Just to jog your memory, and to ruin your mind for a couple of years or so, here is the disturbing proof.



Oi! Get out of the way when I'm playing games!

Hang abaht! Isn't that Steve Wossnam of CVG?

Yes it is! What's this nice young man up to?



Good gracious! So this is the company he keeps!



What the...?! She's turned into a chair!!!





Fair enough. Let's learn to speak Brazilian.



ARMS AROUND LOUISE

PAUL DAVIES

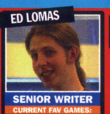


EDITOR

CURRENT FAV GAMES:
- FINAL FANTASY VII
- PARAPPA THE RAPPER
- CASTLEVANIA X
- NIGHT WARRIORS
- TEKKEN 3

When Chicken Licken ran around screaming about how the sky was falling down, nobody believed her. But that was because she was a mad old chicken. Paul, on the other hand, was telling the truth. You see the sky did fall down this month. Well, it was his bedroom ceiling to be exact, but Paul had these luminous stars stuck all over the place to make it look like the sky. A perfect end to a month where he was physically restrained from being introduced to Louise. Snarl.

TOM GUISE



DEP EDITOR

CURRENT FAV GAMES:
- QUAKE
- TIME CRISIS
- GRAND THEFT AUTO
- HOUSE OF THE DEAD
- LOST WORLD ARCADE

Tom goes into hospital this month to have that fright wig removed from his skull. The decision to have the operation after over five years has been a traumatic one. Not for Tom, you understand, for the people he works with. Sometimes this daft mop head is all that keeps the spirits high. Somehow a sensible-looking bloke rolling around the floor, or performing the River Dance (horn-pipe?) while Overboard is on the PlayStation, won't be as funny.

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES:
- QUAKE
- TOCA TOURING CAR
- DEAD OR ALIVE
- SONIC R
- QUAKE 2

Or 'Life Observing MA(S)chine' if we are to give it its proper title. Ed is a name we just pulled out of a hat to give it character. Since we have now revealed to you the LOMAS' true function it's understandable that you may feel somewhat unsettled. But do not let its existence cause you too much concern. After all, the findings of LOMAS are purely for us to understand what the human race wishes to see in a video games magazine. Or even aliens.

STEVE KEY

SENIOR STAFF WRITER

CURRENT FAV GAMES:
- QUAKE
- DIDDY KONG RACING
- ACTUA SOCCER 2
- SWOS 2000
- PARAPPA THE RAPPER

If human life can be compared to cars, Steve Key is the kind you'd see in Max Power. Impressive then, always well presented. Fast, he's usually at work on time with time to spare. High fuel consumption, especially at office parties. Popular with the women, speaks for itself. Pollutes the air too, with god-forsaken gags dredged from the internet. Apparently Steve does great skids too. We're just waiting for the day Steve suffers his first blow out.

ALEX HUHTALA

STAFF WRITER

CURRENT FAV GAMES:
- TOMB RAIDER 2
- FINAL FANTASY VII
- QUAKE
- DEAD OR ALIVE
- GRAND THEFT AUTO

Or 'ALien EXperiment' to give it its full title. Huhtala is just a name we pulled out of a hat to make it sound ominous. Think we already X-plained how ED and AL-EX have crossed purposes: ED presents the stolid facts, AL-EX explores the cosmic potential of the same. Ultimately both results are important to us. One without the other just wouldn't be worth entertaining. Come to think of it, one without the other wouldn't be entertaining either.

JAIME SMITH

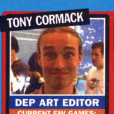


ART EDITOR

CURRENT FAV GAMES:
- TOP SKATER
- SF COLLECTION
- QUAKE
- DIDDY KONG RACING
- TETRIS JNR

Smithers has been on holiday for two weeks and has come back to this. What's 'this'? This is a secret. That's what this is. And for that you'll have to bribe us great sums of money. The other is just as interesting however. And we can't tell you about that either. Aren't you bored yet? Don't you realise, there are no interesting things to tell you about Jaime. We've tried. But still... nothing. Soon as we can wean him off that pub quiz the better. Not really. Yes really. No, not really. Hnnnh. Hnnh. ... ...

TONY CORMACK



DEP ART EDITOR

CURRENT FAV GAMES:
- TOP SKATER
- DEAD OR ALIVE
- WIPEOUT 2097
- TEKKEN 3
- DIDDY KONG RACING

Caramac: Toffee flavoured sweet. Cormack: Motormouth on a Stick. Neither are easy to stomach first thing in the morning, but the latter has more money-making potential than the first so we're happy. Nay, we're ecstatic! While Jaime's been doing this and that, Tony has been able to introduce some of his own unique style to CVG. It started with lasagne and Magic Roundabout. Soon as Pop Will Eat Itself find a way in, we'll kick Cormack's bony ass to kingdom come!





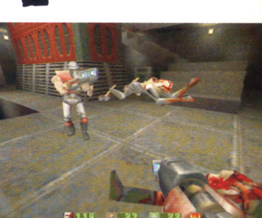
NEWS





QUAKE 2: THE SECOND COMING!





If you shoot this guy's head off, he often staggers around and shoots before dying!

The robotic cyborg dog-creatures are very nasty. They grab you with their tentacles.

An official test version of *Quake 2* – follow-up to one of the best games ever – is now available on the internet. The full game is due to be finished and released very soon.

The *Q2Test* runs with or without graphics accelerators, but naturally looks a lot better when using PowerVR or 3Dfx cards. The accelerated version has some amazing real-time coloured lighting as well as all the excellent effects of the first game, like clear water and translucent scenery. The character animation of *Quake 2* is far more advanced than the first game. Everything moves very smoothly and has a number of animations for each situation.

Although the game is basically the same as the first *Quake*, there are a fair number of extras. The levels work in a similar way to *Hexen 2*, meaning that it's possible to travel backwards and forwards through the game when you want. Each one has set missions which can be viewed by pressing the F1 key. The whole game is far more 'science-fiction' than the original *Quake*, with a stronger plot (any plot at all would be better than the first game!) and cyborg enemies.

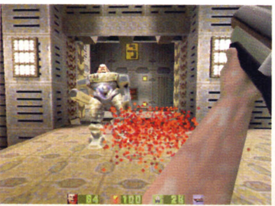
There are more items to collect, which are stored in an inventory. Old favourites such as the Quad Damage and invincibility are still in, but can be saved until you really need them. A timer appears to show how long the effects will last. There's also a silencer which dims the sound of your weapon for a short time. Plenty more will be in the final game.

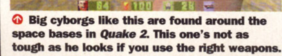




Your initial weapon is a laser pistol with infinite ammo, but there are lots more to collect. There are two different shotguns, a small machine gun, a grenade launcher (excellent reload animation) and a rocket launcher. Some of the other weapons not included in *Q2Test* are a chaingun with two different firing speeds, a massive laser cannon that fires trails like the Eraser Rail Gun, and the BFG3000. The new BFG fires negative energy, sucking in all the light around it! It looks as though you're firing a black shadow. It's also possible to throw grenades without using the launcher. Select them from your inventory, prime them with a twist of the top, then throw them. After three clicks they explode, so time your throw carefully.

You can get **Q2TEST.EXE** from any of the main *Quake* sites on the internet or id Software's own page (**www.idsoftware.com**). A multi-player test version should be released soon, and the game not long afterwards. Get it.





Big cyborgs like this are found around the space bases in *Quake 2*. This one's not as tough as he looks if you use the right weapons.



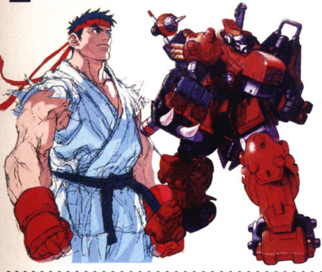
The little black dots you can see here are flies buzzing around the corpse on the floor! Shoot the body into chunks to get rid of them.



The outdoor sections look great, even though the sky isn't finished yet. Those banners on the building flutter like cloth.

[MARVEL vs CAPCOM U.S. PLAY TEST]





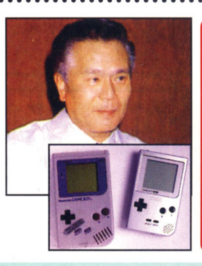
After having introduced *Marvel Superheroes vs. Street Fighter* mere months ago, Capcom shocked arcadians with its location test of the new *Marvel vs. Capcom* at Sunnyvale, California in October, which debuted at the site exclusively (not even Japanese players have seen it yet). More than a mere upgrade, this game represents the sequel fans everywhere have been waiting for — a whole slew of new characters. Instead of the traditional Street Fighter line-up, the game offers a variety of Capcom characters, including the new (in a fighting game of this nature) appearances of Mega Man, Strider Hiryu, Captain Commando, and Jin Saotome (from the little-seen *Cyberbots*), as well as *Street Fighter* and *Darkstalkers* characters such as Ryu, Chun-Li, and Morrigan, pitted against a mix of the best comic heroes from the *X-Men* and *Marvel* games (including the new appearance of War Machine). Not only this but you get a randomly-selected "helper" character who assists your team with special attacks; some of the combatants include obscure characters that Capcom devotees will love, such as Arthur from the *Ghouls N Ghosts* series and Anita, Donovan's girl companion from *Night Warriors*. The backgrounds appear to be all new, and are totally awesome; just wait til you see Ryu's new dojo (complete with students in training) and the Dr. Wily stage for *Mega Man*. This is going to be Capcom's most popular game since *Alpha 2*, mark our words! Look for an in depth review in the next CVG.

SLASHER QUAN

[NINTENDO LOSES GENIUS]



We're sad to report the death of one of Nintendo's finest men. Gunpei Yokoi, most famous for inventing Game Boy, was killed in a road accident earlier this month. He made some wonderful contributions to video games, which made playing them more fun. We'd like to dedicate this issue of Computer and Video Games to the memory of Mr Yokoi.



[NINTENDO 64 PRICE CUT!]

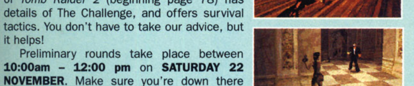
THE Games have finally made the move we've all been waiting for – they've cut the Recommended Retail Price of Nintendo 64 to £99, and Nintendo games by £10 to £49.99. This means that excellent games such as *Goldeneye* and *Diddy Kong Racing* will be out before Christmas at the new lower price point. Your move Sony.



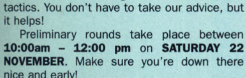
TOMB RAIDER 2

One of the biggest games of the year, *Tomb Raider 2*, is to feature as the third HMV/CVG Challenge game! Edios are planning to reward the most skilled players of Core Design's superlative sequel with a mega prize.

All you need to do to stand a chance of winning is enter the preliminary rounds at one of the special Challenge Sites listed in the box to the right.



To make sure that CVG readers get the upper hand in this event, this month's review of *Tomb Raider 2* (beginning page 78) has details of The Challenge, and offers survival tactics. You don't have to take our advice, but it helps!





Preliminary rounds take place between **10:00am – 12:00 pm** on **SATURDAY 22 NOVEMBER**. Make sure you're down there nice and early!

CHALLENGE SITES

1. **Glasgow Argyle Street**
2. **Liverpool**
3. **Manchester**
4. **Birmingham High Street**
5. **Newcastle**
6. **Croydon**
7. **Reading**
8. **Leeds**
9. **Southampton**
10. **London, Trocadero Centre**
11. **Blackpool**
12. **Gateshead, Metro Centre**
13. **Hanley, Potteries Centre**
14. **Birmingham, Fort Retail**



HMV/CVG CHALLENGE ENTRY FORM

My name is: ____________________

My Address is: ____________________

____

My home telephone number is: ____________ **My age is:** ________

IMPORTANT!

No purchase necessary. If you are under 16, an adult must be able to accompany you to the final. Normal competition rules apply. Photocopies accepted. EMAP IMAGES and HMV cannot accept any responsibility for any entrants into any of the challenges, this remains the responsibility of the parent or guardian.

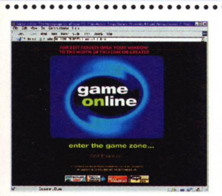
NINTENDO 64 DOWN TO 99 QUID!

[LARA CROFTS FANTASTIC FIGURE]

Lara Croft leads the way in a new assault from games characters making it onto the shelves of Toy Shops. The Lara Croft action figure to be released by Toy Biz in the next few months, should be the first in a series of characters from the *Tomb Raider* games. In an effort to expand their action figure range Toy Biz also have a range of *Street Fighter Vs. X-Men* and *Resident Evil* figures waiting in the wings. Hopefully all three lines will appear in the UK sometime next year.

In other Toy news, the stunning range of Final Fantasy VII figures, that have been selling extremely well in Japan, are now available in the UK courtesy of importers Project R. Three inch key rings, and action figures of all the major characters from the game are priced between £12 and £22. For further information contact Simon Leung on 0181 508 1328.













[GAME ONLINE IS GO!]

Those of you with Internet access will know that there are plenty of gaming sites, but not many dedicated to UK gamers. That's all gonna change with the arrival of Game-Online, the free games mag on the web from Emap Images, the self-same media titan that publishes CVG.

Game-Online will be sniffing out the hottest gaming news every day, and backing it up with the first reviews of the latest games and a huge reviews archive for you to search. Their features and interviews will have a 'Britsoft' slant, but that doesn't mean the rest of the world will be ignored. And you'll be able to download a goodly selection of game movies, artwork and sounds to adorn your desktop.

In due course, the Game-Online team will also be implementing live chat, so you can talk directly to fellow gamers. Scheduled events will also let you ask questions to the fools behind CVG and the people who make the games industry tick.

Of course CVG, along with Nintendo Magazine, Sega Saturn Magazine and PlayStation Plus, will have its own space on Game-Online. There you'll be able to laugh at really bad pics of the team, send them e-mail, check out the latest features from CVG and contribute to the discussions in our own dedicated forum. We're also looking to involve you lot, by displaying your high scores and putting links to your pages in the online version of CVG World.

Of course Game-Online and CVG's pages can only get bigger and better with your help, so take a look if you have Internet access and tell us what you think. What's cool, what's missing, what would you like to see? We're not psychic, so if you don't say anything, we'll have no idea what you want.

GAME ONLINE – GREAT NEW GAMING WEBSITE!



CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

Again, just a little'un this month. Don't forget to let us know about your favourite sites on the internet, especially anything you've done yourself. We'll mention them in CVG World and get you up to 4,000,000 hits per day! Not really. Don't forget that CVG is now online (http://www.game-online.com) – take a look at this month's News section for more information.

GAMESPY

http://www.gamespy.com

It started as QuakeSpy – a small shareware application created to make finding internet *Quake* games easier. With each upgrade it got more useful, and ended up being incorporated into *QuakeWorld* when it was released. Now, QuakeSpy is no more. GameSpy is now available from www.gamespy.com and is planned to be made compatible with all big internet action games, though it currently only works with *Quake* and *Hexen 2*. Everyone with either of these games and net access should get it right away.

↑ We love *QuakeWorld*'s spectator mode!

WORLDWIDE HEXEN 2 DEATHMATCHES!

Hexen 2 had only been out for a few hours before the first internet servers appeared. Now that some of the searchers work with *Hexen 2* (GameSpy, QView) it's easy to play. Big deathmatches are a lot of fun as you get to play with all manner of goodies – turn other players into sheep, leave tripbombs, go invisible, etc. There are even a few co-operative servers running in case you want to join a team of adventurers. *Hexen 2* doesn't run as well as *QuakeWorld*, but it's good fun for a change.











JEDI KNIGHT ONLINE!

http://www.zone.com

The Microsoft Internet Gaming Zone has been done up again. There are now more games working with it, including Lucasarts' *Jedi Knight*. As we've mentioned before in CVG World, you need to go to the page and download the required software. This includes some simple games like Chess and a few card games, as well as everything you need to play full retail games. You can also set up your own games through DWANGO (anything that can normally be played on a local network) and meet and chat with other gamers. The best thing about the Zone – it's completely free! Take a look.



PSYCHO KINETIC NIGHTS

HTTP://WWW.CYBERIACAFE.NET/PK/



Cyberia Internet Cafés are now running Psycho Kinetic nights – evenings where you can go along and play loads of the best multiplayer PC games around. Every Monday from 7.00pm for just £1 plus normal computer hire rates you can enter challenges across the local networks (against other people in the same café) and even against people elsewhere in the world on the internet! If the Psycho Kinetic nights are successful more events will be started up, like inter-café Quake deathmatches! Just imagine a 16-strong team from London taking on 16 from Manchester! Cool or what? To find your nearest Cyberia, take a look at their web page (http://www.cyberiacafe.net/cafes/index.html) and call to find out if and when Psycho Kinetic is running there.

UK QUAKE CHALLENGE

http://members.aol.com/stuartuk/quakesite.htm



GMarto@aol.com Emailed us to let everyone know about a great site run by someone he knows. They are running some *Quake* challenges for UK gamers, including tournaments against one another and battles against ReaperBots (artificial intelligence enemies). The page shows the scores and charts for the best players, demos of them playing and information about future challenges. Think you're hard enough?



Here's the guy who runs the page, Sniper UK. Doesn't look very scary.

PHIL MANN'S GAMING HOMEPAGE

http://members.aol.com/soundmann1/philgamer.htm

Phil Mann from Peterborough (Soundmann1@aol.com) has used his AOL free web space to create his own games site. There's not a lot to see at the moment, but he promises lots, including *Christmas Quake v1.2* (our own Ed created *Christmas Quake* last year). We'll have to wait and see how that turns out. There's also space for everyone who reads the page to have their say about games. Good luck Phil.

Phil Mann's Gaming Home Page!

Welcome to Phil Mann's Gaming Home page

- Say what YOU think about games,
- Visit LOADS of game sites,
- Find release dates on Games,
- Test out Xmas Quake v 1.2

A bit of advice, Phil. When you upload your page, remember to upload the background and pictures as well as the text. Doesn't look too good otherwise.

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

USE OUR E-MAIL ADDRESS A BIT. IT'S EASIER TO READ! ALSO WE CANNOT REPLY PERSONALLY TO YOUR MAIL. SO SORRY ABOUT THAT.
MAILBAG.CVG@ECM.EMAP.COM



MAIL BAG



Mailbag is a place to express your views, opinions and rants about the games industry.
'Tis the season to be jolly and all that. So we want cheerful pens to paper from now on. Especially we are kindly offering the game your choice to the sender of the coolest letter each month!

Right, so that's every reason for you lot to get writing in about everything 'computer and video games'! No essays or we'll just chuck 'em in the bin!

SENSIBLE QUESTION SHOCK!

Dear CVG,
I'm glad to see that my favourite mag (you) has been covering Final Fantasy VII so much. However, I've just one small question which I'm sure other readers have on their minds (and it's been bugging me since I read in a rival mag last year that FFVII will take up over two Sony memory cards for just one save). I want to know how many blocks it takes up? Thanks for answering my question. I can now be prepared for the release of this legendary game.
Chris Hinkley, Peckham.



CVG: We tested out a couple of cards in the office and you'll be pleased to know that for every game you save, it only takes up one of the fifteen slots. Two whole cards? Rubbish!

TO A CONCERNED BANK MANAGER...



Dear CVG,
Bank Manager - An Apology
My bank manager is ripping out handfuls of hair and dropping kittens all over the place at the thought of Tomb Raider 2, Final Fantasy VII, Colony Wars and Time Crisis all being released in the same month. So to compensate Mr Tinklebottom, I just want to reassure you that neither the Walthamstow Dog Track, Jack Daniels or that massage place we both know will be getting any of my cash during November and December.
Neil Stewart, Welwyn, Hertfordshire.

CVG: Erm. Make of that what you will.

SAVE THIS MAN AND HIS MONEY!

Dear CVG
I am intent on buying a Sony PlayStation, but I am not sure which games to purchase. I have selected a few games I am interested in and would like to know which games you recommend.
Two games which I am not sure on which to buy are Area 51 and Crypt Killer. Could you please suggest one to me as I am worried that I will make a mistake on a purchase.
Lately, I have been arguing with my brother about Tomb Raider, because we have both read the review of Tomb Raider 2 in #189 and both want to buy it. The only problem is that he wants to buy it on the PC and I want to buy it for the PlayStation when it's released. I am desperate to stop him from buying it when it comes out.
Yours Sincerely
Grant Bush, Chipstead, Surrey.



CVG: Hahahah hah ha! Maybe we could recommend some more games for you. How about The Fantastic Four? Iron Man XO Manowar? Oh wait, forget all that. Hard Boiled is the one for you! OK, all joking aside. DON'T buy either Crypt Killer or Area 51. If it's a gun game you want, get Time Crisis or Point Blank instead, as they're what we really recommend. Or you could stop the squabbling with your brother and let him buy Tomb Raider 2 and you buy Final Fantasy VII as well! It's easy when you think about it. Strewth!

THE PHANTOM COMPO

Answer = correct jeff goldblum starred as Dr Ian Malcolm in Jurassic Park.
Paul Carroll, aged 12.

CVG: Well done.

NOT EVERYBODY'S DREAMING

Dear CVG,
I would like to say something about Edward the Freak who said that he had a dream about the Spice Girls making a game in Issue #191. Because in issue #190 on the Freeplay section they were saying that there was talk about a Spice Girls game. Do you agree? Well tell me this. Why did the little liar get a free software prize? I want one for spotting this.
P.S. What kind of name is Edward Yau and what kind of place is Hogganfield?
Alan.

Dear CVG,
I been thinking about Oasis being made into a computer game.
William Curtis, Chesterfield.

Dear CVG,
I had a dream that I was stood on a cliff with a handglider, then I skipped to my school sports hall, then to a motorway where my dad was after this guy who had nicked off with my jackpot-winning lottery ticket. Then I was in Final Fantasy 7 as Barret, weird huh?
Kyle A. Walker-Booth, Oldham.

CVG: Just count yourselves lucky you don't have to deal with people like this every day.

BLOOD AND GUTS ROCK!

Dear CVG,
I think PlayStations are utter s***, but there is one game I love and that is Resident Evil 2 (including the Directors Cut). I own a Saturn but I am concerned that neither will arrive on the Saturn. Also, when is Fighting Force coming out?
Sean Edgeworth

CVG: Neither Resident Evil 2 nor the Directors Cut will be coming out on the Saturn. The DC is just a stop gap for all those PlayStation owners waiting for RE2. Fighting Force will be publishing before Christmas by Sega.

EXCLUSIVE: THE NEW SONY GAMEMAN

Dear Sir,
I've sent you this design of what I think the new Sony GameMan will look like because you're the best mag by far on the market.
Dave Phillips, Pembrokeshire

CVG: Yeah, right. We're the best mag on the market. So why did you send it as a photocopy then? And why did you send it to every other magazine in the country? Get lost.

NINTENDO IN BANKRUPT SHOCKER

First off, I have to say that CVG is an excellent mag, but I heard a very startling rumour the other day.
Last week my brother came home from college where he had heard from a friend who works in computers that Nintendo may be going bankrupt in the next year because the N64 is not selling well enough. Due to them going bankrupt, they will not be producing any more games for the N64.
If this is so, what will happen to all the gamers who bought the N64 as there is not much point in having a games console with only six or seven games out for it? I am saving up to buy an N64 but was told to wait until about Christmas '98 to see if the rumours were true. But in '98 the new Sega machine will be out and may look better than the N64?
Please find out if this is true as I have nearly £200 sitting in my bank waiting to be spent.
Alan Inglis, Co. Kildure, Ireland.



CVG: Nintendo are NOT going bankrupt. Fact. This mean they'll be keeping up their steady UK release schedule of one game every three months. But with an impressive Christmas line up – Goldeneye, Lylat Wars and Diddy Kong – the N64 could be for you. Oh and don't bother waiting for the Dural, it's going to be ages before it comes out over here.

PIRACY IS COOL?

Dear CVG,
About Gusto's letter in issue 192. Why do you think Piracy is such a bad thing? Especially when you get dead cheap games. My mate has just got Micro Machines V3 for £5. OK it's not really fair on the publishers, but they make loads of money anyway. What's more he wouldn't have bought it at the current price of £30. Software distributors make millions every year and a CD only costs them £10 to make and that's steep. So what's the harm in buying in buying pirated CD's for £5? In addition, why are CD recorders available for the relatively cheap price of £250 considering the amount of money that can be made from them when it is obvious that piracy is the main use for them. Visit a computer fair, enquire about CD recorders and they will tell you that it can copy up to three CDs an hour. Then they ask you what you want it for and you should say to copy games. They then go and find you one that can copy four CDs an hour. It appears to be a booming business at the moment. My friends can get me illegal CD's for my PC containing about 200 software packages zipped, including Win '95, Windows NT, Microsoft Office etc along with 100's of games for about £30. It seems the Government isn't too bothered either. Rarely will you hear about somebody actually being caught. Finally, in Spain I bought a 32-in-1 Game Boy cartridge for £15 in a shop that openly displayed different cartridge types including 500-in-1 Super NES carts. There doesn't seem to be any laws against it, so why is there in Britain? If you hadn't already noticed, I think piracy is a good thing. Please give me your view.
Simon Waterhouse, Manchester.

CVG: It's not often that we receive letters like this, which is a good thing. Sure you can pick up games for a fiver, but you run the risk of it not working on your machine, or even damaging it. We often review gold discs given to us by software companies, and they've damaged the laser inside normal PlayStations, even "chipped" ones. Gold discs can only be played safely on special blue PlayStations supplied by Sony, which are only available to for developers and reviewers. We do not condone piracy. Piracy damages revenue from games, which affects the companies who make them, and ultimately raises the price of legitimate software. Not only is software piracy illegal and will get you into a lot of trouble should you get caught, but you could find yourself thousands of pounds out of pocket. Piracy sucks and we hope that most of our readers have the sense to understand that too.

BLOW UP YOUR PLAYSTATION

I am a PlayStation owner and have become interested in the new dual analogue pad, particularly the rumble pak. I was planning on getting Ace (or Air) Combat 2 with the new pad when they both come out over here. But I recently read that the English version of the pad will not feature the rumble pak. If so should I forget about the rumble pak and be happy with just analogue? No, my friend has a Japanese Pad and Japanese Ace Combat 2 and he says the jolt makes it much better. If I was to buy a Japanese pad, would it work on British games? And if the PAL pad won't be able to rumble, will the PAL games send out information to Japanese pads? I don't want to pay £50 odd to have my PlayStation chipped because I am just a poor boy.
Barry Rimell, Brentwood, Essex.



CVG: The PAL PlayStation does indeed send out a signal to the Japanese pads. And that is "Errr, don't understand must blow up." This is a warning! Japanese pads can blow up British PlayStations. DO NOT TRY TO USE THEM! The bad news is that the PAL pads will not have rumble paks in then, but to be honest,= they aren't that much cop anyway.



HUMOUR! WE APPROVE!

Dear CVG,
I am writing to complain, not about the magazine which is great, but about E R Barwell. In issue 191 he sent in a list to get all the secrets and a few tips for Vandal Hearts. Well in the bottom left it says (under the address) not to send in anything copied from other magazines, but guess what he's gone and done? The sad, pathetic *!#Censored#!* loser has read through issue 13 of Powerstation and copied the Vandal Hearts solution word for word and he's going to get a game for it! OK, if that's the case how about this groovy cheat for Sonic the Hedgehog on the Megadrive?
On the title screen press:
Up, Down, Left, Right, hold A and hit Start.
You will now get a level select. Can I have FFVII for this incredible cheat which no one knew (and I didn't copy it from any other magazine)?
James Scutcher, Exeter, Devon.



CVG: Aahhh humour. Something we rarely see on these pages. And an absolutely fantastic cheat as well! That deserves the star letter award in our opinion, so we'll get you a UK copy of Final Fantasy when it comes out. Cheeky sod.



Dear CVG,
Doom 64 is a good game and it is Doom. I've played it on PC, 32X, 3DO and PlayStation. N64 Doom is the best.
N.Jobling, Glostershire.

Dear CVG,
Will Duke Nukem 64 include swearing, naked women etc?
David Palmer, Derbyshire.

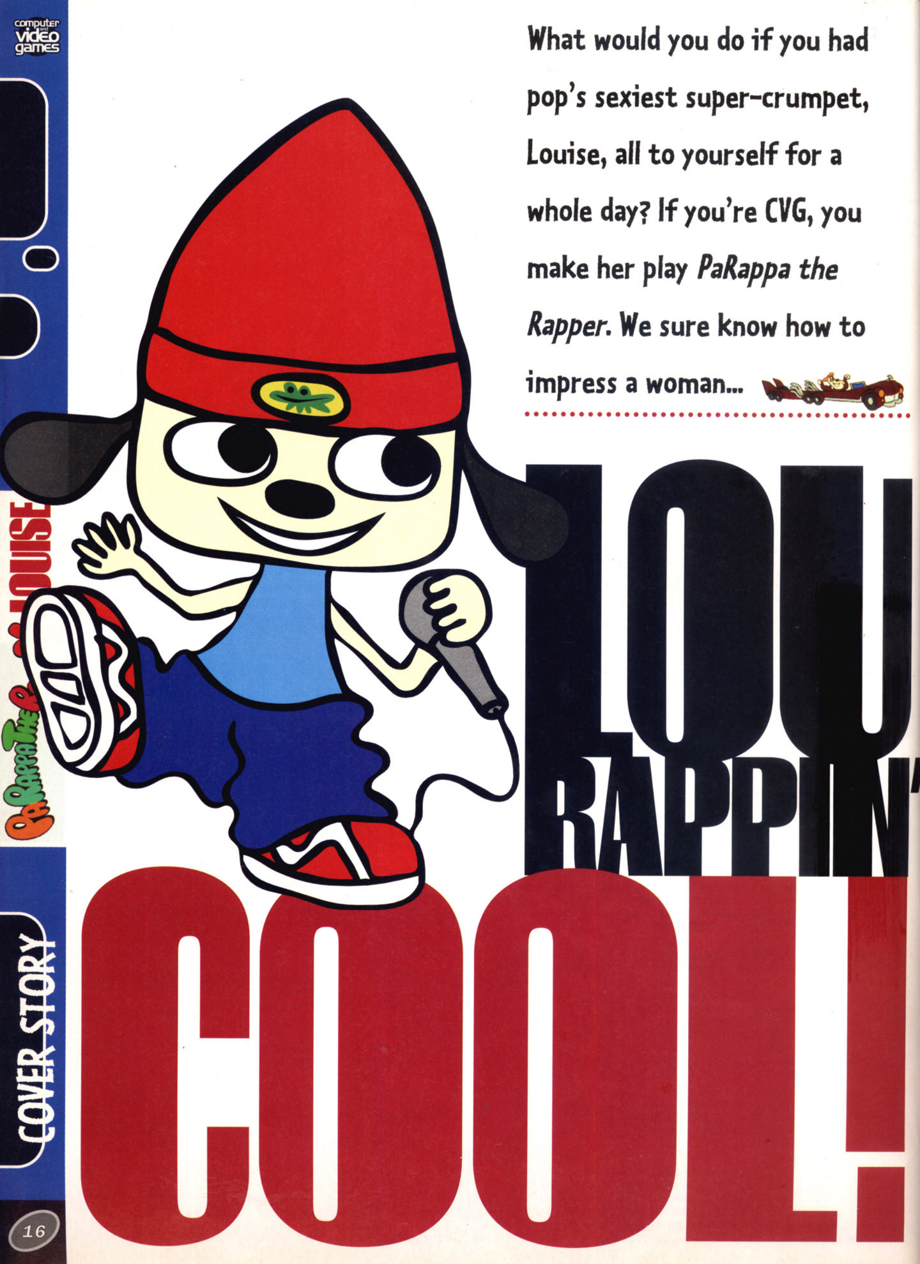
CVG: No. Pervert.

Dear CVG,
Hey, you forgot there's already an official Spice Girls game for the PC and Mac. A spice Odyssey can be found at:
http://www.pepsi.co.uk/promo.
Syzygy by E-Mail

***CVG: Even better, why don't you try the following address for the shockwave game, Slap a Spice Girl!
http://www.urban75.com/Punch/spicebelt.html***

Dear CVG,
The fools. They all said that CDs were superior to carts. But in the end my insane ramblings proved them wrong, AGAIN! Lylat Wars should shut everyone up about how crap carts are. Hoards of speech, loads of kick-ass cinema sequences, hundred ship dogfights. Square, take a page out of Nintendo's book. You don't need CDs to make a cinematic game. So you better make RPG for the 64DD... or else...
James Kenny by E-Mail.

CVG: Can you imagine FFVII on cartridge? It would take over 200 Mario 64 carts to make a game the size of FFVII. Sure there are loading times, but they are getting shorter all the time as programmers get to grips with the systems.



What would you do if you had pop's sexiest super-crumpet, Louise, all to yourself for a whole day? If you're CVG, you make her play *PaRappa the Rapper*. We sure know how to impress a woman...

LOU RAPPIN' COOL!

It's like an alignment of the stars. On September 26th, *PaRappa the Rapper* arrived on PlayStation and went to No.6 in the all-formats charts. When released in Japan, it transformed people's perception of videogames. Beyond the gaming elite, suddenly everybody wanted a go – schoolgirls, couples, toddlers, even your Aunty Gertrude. Why? Because *Parappa* is a music game, a simple rhythm toy that anyone can understand. And with its colourful cartoon characters, its appeal is universal.

In the same week, Louise's new single, Arms Around The World, entered the charts at no.4. Her second album, Woman In Me, followed two weeks later. She was on the cover of FHM magazine for the second time (her first cover issue sold out), was voted fourth sexiest woman in the World, and launched her own book. On November 20th her No Sweat UK tour kicks off. A week after this issue of CVG hits the newstand.

Yep, some events seem to transpire for a greater purpose. And with PaRappa paving the way for PlayStation to become more than just a games machine, we were presented with a golden opportunity. To team up Louise and PaRappa – the two hottest upcoming stars of the here and now. Could PaRappa seduce Louise with his musical charms? And would her obvious rhythmic talents meet his challenges?

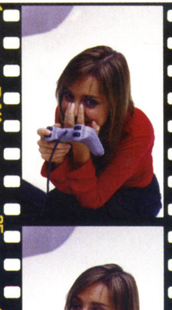
The chance to find out personally, while shooting our sexiest ever cover and getting all the latest gossip straight from Louise's lips... why you'd think it was Christmas. Ho ho ho!



The game starts with PaRappa learning karate. So, have you done karate or martial arts?
There've been times when I was twelve and watched Karate Kid and I'd wanna do it, you know, but I've never really done karate.
What about at school. Were you picked on or anything like that?
At school I kept myself to myself, nobody ever picked on me. Maybe if I was picked on I might have done [karate], but I was always my own person.

"I'd like to do kickboxing. It's good for a woman to hold her own"

Was it a tough school?
No, I went to a stage school [Italia Conti School] so everybody was pretty dedicated to what they wanted to do. Nobody got involved with anybody else, you had your mates and you got on with it. I went to a really good school actually.
It's pretty expensive isn't it?
I had a scholarship and I had to work hard for it. A lot of people think if you go to a place like that you must have a lot of money, but 10% of people who go to stage school pay to go, the other 90% work hard and earn scholarships.
What did you have to do to get the scholarship?
At the age of eleven I auditioned with about five or six hundred other applicants. I had to read a poem, act a small scene, that sort of thing.
In front of a big group of judges?
Yeah, and because it was a scholarship from the council they only gave out one or two a year, so I was very lucky.
Surely it wasn't luck?
It was mostly, because at eleven you can't really tell can you?
Have you always wanted to be involved in music?
Yeah.
What about getting into acting one day?
Yeh, haha, a Kung Fu film.
And you have to fight a big onion as well...
A big-headed onion guy! Yeh, maybe I'd like to, one day. It depends. Right now I've only been away from Eternal for two years and it's going to take me a long time to establish myself as Louise. And also to reach the standard of music that I want to be at.







Think you'll need to learn self defence to protect yourself from mobs of fans?
I'd like to do kickboxing or something, but as a form of keeping fit as well. I wouldn't do it seriously or take it up as a hobby. I think it's good for a woman to feel confident that she can hold her own if she was attacked. If I had the time I'd do something like that.
What do you do to keep fit?
I ride my bike a lot. About an hour at night if I can. But I'm going on tour on the 20th...
What? On your bike?
Haha, yeah.
With a couple of big speakers on the back...
Haha. Well I've got dance and band rehearsals in the next month, so that's how I'll keep fit.
Have you been on tour before?
In Eternal we did a tour, but this is my first solo one.
Was there not a Naked tour?
Not a big one. Just a few private shows.
So are you nervous?
Very nervous! It's nerve-wracking, especially in the pop industry and the part I'm in. You get to the stage where you've really got to prove yourself or people start questioning how good your vocal talent is, do you really sing your records and all that kind of crap. Everybody forgets that I was in a band for five years that was based on gospel harmony.
What reaction have you had to your latest album?
The album came out on October 6th and the single a few weeks before that. It went in at number four in the charts and I couldn't really have asked for more than that. People say you must not get nerves anymore, but with every single I release I get nervous, because you want to know how the public rate you.
You were up against some big songs. Elton John and Oasis both had singles out that week.
Yeh, I was in the best company.
What about the weeks leading up to it? Did you have to do a lot of press events and stuff like that?
Yeah loads. I mean the album was finished two or three months ago and it's been constant since then. A few TV shows, some magazines. It's important to keep your profile up.
Do you find that you and Jamie [Redknapp] have a lot in common because you're a high profile couple at the moment?
We don't talk about work and I don't go to football games.
So he doesn't come home and talk about footy?
Not to me no. I'm not really interested in football, he doesn't talk to me about it.
As you've become more public have you had to become more aggressive or watch your image a lot more?
No, I've never been told to be any way. The only advice





I've been given is always keep up what you know. Don't get down about your own projects and if you sound excited about what you're doing, other people will too. When it comes down to whether I'm raunchy or not, it completely comes down to how I feel. I wouldn't do anything I didn't want to do.

The bikini shots are what people talk about!

Yeh, at the end of the day I can do two sexy photo-shoots in a bikini, and twenty five shoots fully-clothed, and the only two that will ever get talked about will be "you were really sexy, so raunchy."

Yes, it's disgraceful. The ones we remember the most are the Sky one when you did the naked cover, and the latest FHM in a bikini.

Yeah and in both of those I didn't show anything! With the Sky one they were saying I was naked, and I wasn't. I had a top on. They just copied it out!

Did you enjoy doing them though?

Yeah! I love all the photographers I work for on a regular basis, and I didn't do anything my mum wouldn't be proud of.

You went to Marrakesh for the FHM shoot, didn't you?

Yeah only for a day. It was a great day though, one of the best photoshoots I've enjoyed. Everyone was really nice. I got to wear some really nice sarongs and bikinis.

Do you get to keep anything you wear?

No. Not if it has to go back.

Don't you ask for anything?

Yeah, haha!

"With the Sky [cover] they were saying I was naked. I had a top on. They just copied it out!"

And they don't let you have it?

No that's my one downfall. I'll spend so much money at a photoshoot because I go "I want that and I want that!" and I go home and write cheques out.

On the second level PaRappa takes a driving test. You already own a car don't you? A BMW?

Yeh that's right.

So when are you gonna get the license to go with it?!!

I've tried! Four times!

Four times! When did you start your lessons?

When I was old enough to drive. At sixteen I had driven

What a moose! And a chicken, and a cat, and a frog and a flower... heh heh. And Louise of course!



Loving looking girl. Must get fed up of being surrounded by dogs.

with my dad in a car park, getting ready so that as soon as I was seventeen I could pass my test. Now I'm 22 and I still haven't passed! It's just the time you know. If I get a day off I really should take a couple of hours to have another lesson.

Don't you fancy doing one of those one-week crash courses?

I've tried! I couldn't put my mind to it for a whole week. All I was thinking about is what I should be doing. But the last one I failed was just a written test.

Because you didn't study your highway code?

No, it was hard because I was in there and everybody kept going "It's Louise!"

You had to sit with other people? Were they staring at you?

Yeh, I was really embarrassed and my face was going bright purple! I just wanted to get out of there so I rushed it a bit. I thought I'd done really well and that was the frustrating thing. I remember saying "Yeh I've passed," but no.

What's the worst mistake you've made during a driving test?

The first test I ever did, I got in the car and [the examiner] was walking out. I was really nervous. I was in my own car and he walked around the car and just stood there. He must have been standing for about six or seven minutes, which is a really long time when you're waiting to go on your driving test. All of a sudden he knocked on the door and shouted "It would help if you unlock the door first!" He really shouted at me! He thought that should have been part of the test and that I should have realised the door was locked and let him in.

Do you reckon he just didn't like you after that?

I reckon he just had the hump with me!

The next stage is working at the Flea Market. Have you ever had a corner shop or supermarket job?

At fifteen I met my management and by sixteen I was in Eternal. I was very young so I literally left school and... I know I'm so lucky. I don't take my job for granted. I work hard, don't get me wrong, I probably put in more hours than my friends, but I do reap the benefits. I'm very grateful.

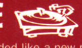
You'd have been one of those Tesco girls where we'd keep going in and buying loads of Rice Krispies to look for you!

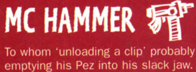
I'd be eating them on my way round, I'd be about twenty stone through eating Coco Pops, haha!

Obviously you like food but what's your favourite?

I like Italian food. I like Italian and I

"I think the rap made the game more fun. A bit of yaah, haaa, heeee, hoooo!"





3 WEAK-ASSED RAPPERS POPPED BY PARAPPA!

VANILLA ICE

With a name that sounded like a new range of Wall's Vienetta, he was always gonna be the stinky kid at Gangster Club. Didn't help either, that he looked like Dolph Lundgren and pranced to Queen samples while spouting pap like Ice, Ice, Baby. Recently disowned his rap past and sprouted dreadlocks. Rumours that he's now called Big Feast though are unfounded.

MC HAMMER

To whom 'unloading a clip' probably meant emptying his Pez into his slack jaw. This baggy-trousered prototype for Mr Motivator used the power of rap to communicate his infamous advice – Hammer Time! A self-relief technique complete with relevant hand-gesture and leg thrashing. After dropping the MC prefix and going bankrupt, Cypress Hill paid tribute by naming a song after him – Cock the Hammer.

KRIS KROSS

The micro-munchkins that brought the word on the street to Junior school – in a Mutant Turtles lunchbox. These lower-cased Gz rapped about such issues as missing the bus, filling their back-to-front nappies and, erm, jumping. It all turned sour when their voices broke. Kris Kross an now be found singing such baritone hits as Pimp Behind The Wheels – a song about squeezing their zits on their stabilisers.

like Fish and Chips.
With mushy peas? How about jellied eels?
Ooh no. I'm a vegetarian so I don't eat meat. I only eat fish when I really have to. Fish and chips just for a bit of protein.
Vegetarians always eat fish...
I wouldn't eat it on a regular basis. I would never just go and order fish in a restaurant. Say I'm going on tour...
You hunt it.
Haha, no. Once every now and again I'd just have a bit, because when I get tired my skin gets really bad. It gets dry because there's no protein in it.
You should eat your mushy peas then!
Yeh maybe!

"I'm always playing Virtua Fighter. I can slaughter anyone at that!"

Going back to the game, PaRappa bakes a cake for his girlfriend. Ever baked a cake for anybody?
When I was younger I loved to bake cakes. I'm a useless cook, I could never cook you a dinner, but I could cook a really good cake. When I was about thirteen, fourteen, on a Sunday I'd be at home, and my nan and grandad would come round and we'd make a cake. I can make all cakes. Chocolate cake, carrot cake, fruit cake, everything you want.
Do you still bake cakes?
I really like making cakes, so if I had a day in and my boyfriend was in, I'd bake a cake.
Does he cook?
More than me.
For you as well?
Occasionally, if we're together.
What's the best thing he's cooked for you? Pas...
Pasta yes, haha. Pasta and sauce. He does a better job of it than I do though.
What would you be doing if you weren't a singer? Not a cook obviously.
Haha, no I wouldn't be a cook. I'd like to be a director.
A film director?
A music video director. With my own production company.
Is that like a clue to an ambition you've got?
Mmm, very much so.
Are you looking into that?
Yeh, it's hard to look into it right now, because I'm so busy with my own thing that trying to build up a company, have it in control and do it the way I'd want it to be done, I just don't know enough about it now.
Do you find yourself saying "I don't like that," or "I do like that," on your own music videos?
Oh yeah, I get really involved in directing. With every director I work for, the most important thing is that I meet them and we get on really well. I can say "Ooh I really don't like this," or "I really would like this," but at the same time I'm not one of these people that thinks my ideas are always the best, because they're not. If someone said to me "Oh Lou that would look really crap," it would look really crap.
What's the video you're most proud of?
I think Naked was the strongest video. I used a guy called Jamie King for it and it's all done in a warehouse with dance routines, really strong dance routines. It wasn't a beauty video you know, because a lot of beauty videos are so easy just to take as an option and put a really nice light on you and sing. I like a little depth to a video, so that it means something else.
Do you ever go to clubs and want to have a good dance, but think everybody is expecting a flashy dance routine?
I never dance at a club, because of that reason. I really think one of two things. They'll think "Oh look at her, she loves herself," and I would never dance outrageously, only bop! And two I can't really be bothered.
Did you go to clubs with Eternal while you were together?
Only if we were in another country. If we were in Europe we might have all gone out. In the last year, my personal life has become very settled, so when I get time off I enjoy just going to dinner and spending time with people. Because if I go to a nightclub, I don't really see any of my mates.
You just have an early night.
Sounds like I'm really getting old before my time!
So did you have a launch party for the album?
I did for the last one but this one, no.
You see, we were going to ask you if we could get tickets to the party if you were having one...
Haha, if I have one, I'll send you tickets!
And to your concert at Wembly?
Yeah not a problem.
If you could get backstage passes as well, that would be brilliant...
Yeah no worries. We have a little room that people can go to.

(CRUNCH CRUNCH)

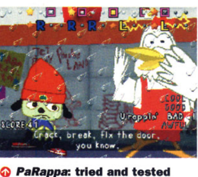
Erm, we have to ask you about one particular level of the game. Basically, Parappa has baked this cake for his girlfriend, he's gone out on a date, he's just looking forward to getting that first kiss from her, when the cake upsets his stomach and he gets caught short. He races to the petrol station to use the toilet, but has to rap his way to the front of the queue...
Hahaha.
... and we were just wondering, err, if you've ever been caught short?
Come on guys! I want to be looked at as a lady! Do you honestly think I'd tell you if I've ever been caught short?
So have you ever been caught short?
NO!

What did you think of Parappa the Rapper then? The music rips off a lot of old skool hip hop tracks.
Yeh. I think having the rap made it more interesting, because it was making me laugh. Knowing my brother, that would make him enjoy the game more. It makes it more fun. A bit of yaah, haaa, heeee, hoooo!
So do you think anyone with a vaguely musical background, once they picked up the basics, would be away?
Oh yeh, it's easy to get into.
Do you think your musical talent helped you or do you think any old fool could get it?
I think my musical talent did nothing for me there at all!
It did. We showed it to the photographer and the rep from EMI and they both gave up as soon as they had to press more than one button!
I think you just have to have a little bit of rhythm in there. Apart from that...
You obviously play games a bit...
Oh yeh! My brothers play all the time, so I'm always with them playing *Virtua Fighter*. I'm good at that. I can slaughter anyone at that! Seriously, I can!
Which character do you play as?
I play as the women! Especially the one with the really quick kicks.
You mean Pai?
She's just so quick. I can jump on everybody with her! Haha!
That's your violent streak coming out now!
That's how I relieve all my stress!
Parappa's not really a game, more of a musical toy. What's your thoughts about future things like that? A musical interactive CD toy?
Because I like music so much, something with a musical edge makes me more interested. If that game was just me driving around listening to the driver with no songs, I'd get bored in minutes. Because of the music I was enjoying it, listening to the songs I think most people in this day and age are into music of some sort.
Do you think there's a scope for that kind of thing?
Yes, I think so.
Would you like to have your own videogame?
Yes I'd love to. I could make all my dancers follow my steps! Haha, I think it could be really good.

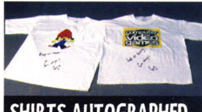






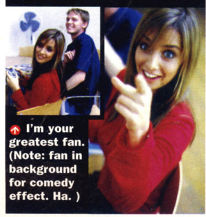


PaRappa: tried and tested 100% successful on women. As proven by our flimsy excuse to meet Louise.



SHIRTS AUTOGRAPHED BY LOUISE! WIN 'EM!!

Garments blessed by the hands of a goddess and they could be yours!. This unique pair each feature a special message from Louise. Just tell us: Where Louise came in FHM's World's Top 100 sexiest women this year? Answers on a postcard only to: Louise Is No.1 In My Books Comp, at the usual address. First two correct answers wins!



I'm your greatest fan. (Note: fan in background for comedy effect. Ha.)






Based Japan's leading arcade specialist magazine, GAMEST, polls we've compiled the definitive TOP 10 for what was hot at this year's JAMMA show.

Other big announcements at the show included CAPCOM revealing that they are working on *Vampire Hunter 2*, *Street Fighter EX 2* and *Star Gladiator 2*. Konami showed a 5 min animation sequence introducing the characters to a new fighting game called Battle Tryst. They also previewed a 42 inch Plasma Display cabinet, an industry first and possibly the future of arcade gaming!

JAMMA SHOW: TOP TEN

(1) VIRTUAL-ON Oratorio Tangram

(SEGA) Model 3 / 29.8% complete (C) SEGA 1997

Without a doubt the biggest game of the show was SEGA's sequel to their Model 2 hit of the same name. Powered by the 1,000,000 polygon/sec Model 3, VO O.T has the most spectacular graphics ever seen. As before, all the stages are rotated in 3D, and the animation is unbelievably smooth. We expect even more details to be added to the stages as development progresses.

Besides graphics, there have been some major changes in the controls: (i) The Dash Button has become the Turbo Button and is activated by pressing only ONE button! (ii) The Guard is no longer activated with the levers, instead you press BOTH Turbo Buttons. (iii) You can throw your opponent by getting in close and pressing BOTH Triggers and BOTH Buttons. (iv) By pressing both Turbo Buttons and operating the levers when close to your opponent you can perform a "QUICK STEP", where you can dodge their attack. (v) By pressing the Turbo Button and the Attack Button at the same time you can increase the strength of your attack.

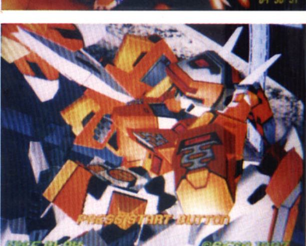
VO O.T will have 12 VirtuaRoids (the fighting robots), and each will have even more unique characteristics to enhance the game play. All have been redesigned and upgraded. New stages are also being planned with maybe even one underwater stage. SEGA want to increase the game's realism by having more interaction with the stage, for example, running through water will slow you down.

Even the cabinets come with special 1P and 2P seats. On the 1P seat "DNA" is written, on the 2P seat "RHQ" is written. Rumour has it that these marks may indicate the different Virtualoid makers and so the game will feature different scenarios accordingly. However, the developers have said that there won't be a 3 or 4 player version of VO O.T.









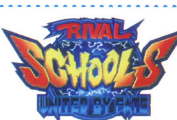
(2) RIVAL SCHOOLS United by Fate

(CAPCOM) 3D board / 54% complete (C) CAPCOM 1997

Capcom's latest offering is an all new 3D tag style fighting game running at 60 frames per second in high-resolution mode! Players choose two characters from the same school, one of which is the main character and the other is the support character. Usually you fight with one character while the other waits off screen. You can swap between characters during the round. In addition, there are commands which allow you to bring the support character on while the main character is still there for a powerful combination attack.

There are between five to eight stages in the game, depending on the characters you choose and the way the story develops. The final goal is to thwart the sinister ambitions of the teachers at the evil Justice Institute of Education! The game has multiple stories and multiple endings.

There are four high schools each with three selectable students. Each school has a kind of theme to it, for example GORIN High School has has a sporting theme with all three students dressed in their respective sports gear. Choose from either vollyball, baseball or football!









(3) VIRTUA FIGHTER 3tb

(SEGA) Model 3 / 100% complete (C) SEGA 1997
To keep players hooked on *VF3* until *VF4* is unveiled next year, SEGA have updated your favorite game to *VF3*tb (Tag Battle). Create your own team by selecting three players, then compete in a three-on-three tournament match. By creating your character team and fighting as a unit it means that there is even more game variety. During the fight you can select the same fighter more than once, although this option can be enabled or disabled.

Besides the main tag battle game enhancement and new character attacks SEGA have incorporated these new features: The Subway and construction scenes have been zoomed to 1.69 times bigger; pressing the E Button during a reply activates a "Slow-motion Replay"; Shun's intoxication level is indicated with a number next to a gourd icon on the screen; new stages such as Jeffrey's moonlit tropical island and a sunny desert scene have been added; when battling the CPU you can switch through four view-points; normal, fighter, rear-diagonal and over-head.







(4) SAMURAI SHODOWN 64

(SNK) Hyper Neo Geo / 85% complete (C) SNK 1997
Having featured *SS64* in previous issues little remains to be said except that development is progressing steadily and we should see it's release sometime this year. All characters are now available with most of their attacks and special moves incorporated. Both the anger gauge and moving Battle Field have also been added with many of the stages enhanced from the previous show.









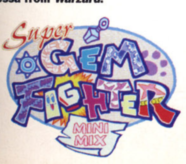



(5) SUPER GEM FIGHTERS Mini Mix

(CAPCOM) System CP-II / 100% complete (C) CAPCOM 1997
Characters from Capcom's most popular games have been 'Super Deformed' and brought together for the most zany and frenzied fighting game ever. Making their appearence are Ryu, Ken, Chun Li, Sakura and Zangief from the *Street Fighter Zero* series; Morrigan, Felicia and Hsien-ko from the *Darkstalkers* series; Ibuki from *Street Fighter III* and Tessa from *Warzard*.

The main feature of the game is that by collecting gems you can power up your special moves. Depending on the gem's colour, it's effect (power up, speed up etc) is different. There are three levels of power up available and all gems have a time limit before disappearing.

One of the most amusing game features is the FLASH COMBO. During this combo the player's attack and costume keeps changing. There are up to four continous attacks in a combo. Each time you press a button, your character's costume changes one after another along with the move! Every character has a complete set of costume changes. For example, Morrigan dresses as a nurse, Zangrief dresses as a building site worker and Felicia dresses up as some of the other *Darkstalker* characters.







(6) STREET FIGHTER III 2nd Impact: Giant Attack

(CAPCOM) System CP-III / 100% complete (C) CAPCOM 1997

Two all-new characters join the existing eleven for even more extreme fighting action: URIEN The dark horse destroyer was created to be a conqueror and an emperor. He possesses super human abilities, and has even earned the trust of Gill. However, a deadly desire to usurp Gill's power quietly burns in the back of his mind. HUGO The iron-blooded giant is a top ranked German wrestler in the American pro-wrestling curcuit, whose weight is over 240cm and who weighs 200kg!

New Features are: an all-new EX level for special moves – annihilate your opponent with the ultimate version of your favourite moves; antagonize your opponents with new taunts; Capcom have re-mastered all the special effects! In addition, Capcom have increased the number of animation frames to show amazing animation details, down to the drops of your character's sweat.









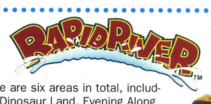


(7) RAPID RIVER

(NAMCO) Gorgon PCB / 100% complete (C) NAMCO 1997

Biggest game at the show for NAMCO was their ever-popular fun simulation game. Navigate a rubber dingy through several challenging water courses before reaching the finishing line. The control mechanism is a canoe paddle pivoted in the centre. Its design allows for either one or two players. Paddling foward propels you foward while paddling backwards acts as a kind of break. Holding the paddle down to either the left or right will steer you in that direction.

As you float down-stream the river occasionally forks giving you the opportunity to choose your route. There are six areas in total, including, Dinosaur Land, Evening Along the Nile and The Big Canyon. The most impressive obstacle is a giant T-REX who gives chase! You need a lot of muscle power to reach the end!





(8) FIGHTING WU-SHU

(KONAMI) Cobra Board / 100% complete (C) KONAMI 1997

This state-of-the-art fighting game is almost ready for it's release. Two new features have been added to the game since the last time we looked at it: Best Player's Score Battle Mode, where high-scoring players can save their score on a ranking table. The game's AI system memorises the top scorer's moves and combos. When the top scorer's three initials appear on the screen during a VS CPU match, that's who you're fighting! A Martial Art Symbol Gauge: This "Wu-Shu" gauge increases in power as the fight progresses. It is supposed to simulate the real martial arts powers by representing your chance to make a single powerful strike - "a one hit knockout!". When it is full and starts to blink you are then able to use your character's mystical techniques!



(9) GET BASS

(SEGA) Model 3 / 40% complete (C) SEGA 1997

One of the surprise hits of the show! SEGA use Model 3 to create the most realistic fishing game ever, controlled by a real fishing rod. Not only do you have a reel to turn, but the fishing line extends from your rod into the main cabinet. The line's tension and movement is altered according to your reeling action, and the fish's movements. In bass-fishing crazy Japan it wasn't surprising to see vast crowds of people swarm around this game!





(10) STRIKERS 1947 II

(PSIKYO) ? / ?% complete (C) PSIKYO 1997

Two years ago Psikyo released *Strikers 1945*, the simple shooting but graphically detailed game that took Japan by storm. You can still find arcades carrying this game to this day. Now the sequel!

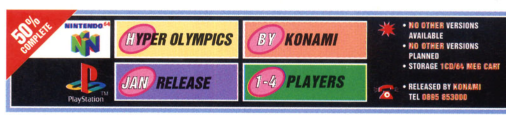
Taking the Lightning and Thunder from the orginal game Psikyo have added four new planes, each with its own special characteristics. Controls is the same eight-way lever and two buttons (shot, bomb) as before, with the typical power ups and special attacks. *Strikers 1945 II* has many new and innovative features, but the emphasis is on keeping it simple which has always been its greatest attraction.

The eight stages are packed with enemies and bosses that are too incredible too be believed. Remember that they are using their new hardware board which they used for *SOL DIVIDE*.

NEXT MONTH

Konami's second Cobra Board game, Racing Jam. SNK's own racing game, Roads Edge. NAMCO's Motocross Go! The NAMCO/SQUARE/DREAM FACTORY collaboration's Ehrgeiz. TAITO's Psychic Force 2012 on their new Wolf Board.



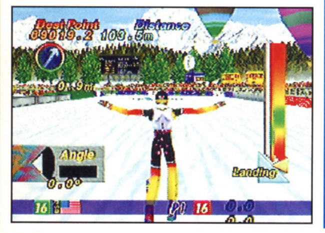


Last year we were treated to the fun of multiplayer button-bashing athletics, and come the New Year we'll be doing it all over again. Only this time in the setting of the Winter Olympics – Nagano, Japan.

NAGANO WINTER OLYMPICS '98

If you want a brilliant four-player game on the PlayStation you have two choices: *Micro Machines V3* or *Track & Field*. Konami are hoping to add another game to this list come January, with the release of *Nagano Winter Olympics*, featuring the official Olympic licence which allows Konami to use recreations of the real locations, including stadiums and mountains.

Following on from the success of *Track & Field*, here the big difference will be the temperatures. Expect a strange contrast between the cold climates of the game's setting, and the frantic heat as you bash those buttons, trying to break new records.



ALPINE SKIING

There are three different events under the Alpine Skiing banner. These are Downhill, Super G and the Giant Slalom. Downhill is the longest of the courses, there are gates that must be passed, and if you miss one you're disqualified. The turns are minimal, so to win you must try to go as fast as possible. Super G is a mix of speed and technique. Try to shave corners for the chance for gold. The Giant Slalom is actually the shortest of the Alpine events, but definitely the toughest. There are many more gates to pass, and complex turns to perform. You'll need razor-sharp reflexes to win here. Scores for Giant Slalom are calculated from your time after two runs, both other events are one go only.











Check out the cool reflections on the surface of the ice.



A pant splitting moment in the curling finals, yesterday. Maybe the grimace of pain will appear on the ice reflections too.

SKI JUMP

There are two different classes here – K120 and K90. The idea is to get lots of speed off the jump and then remain upright, while trying to go as far as possible and keeping a good posture. This may sound easy, but this is far from the truth. There are winds to contend with, and it's very easy to mess-up every part of the jump. Just when everything's looking good on a jump, you still have to land the sucker.



THE WINTER OLYMPICS

Twelve events have been confirmed for the game, with the possibility of a thirteenth on the PlayStation version. On Nintendo 64 each event can be played separately. Called the Olympic Mode, here the 'athletes' are competing for winners medals. You can also play a Championship mode where you must compete through seven of the events, the winner having the highest accumulation of points. The PlayStation version plays in the same way as its predecessor. You compete in each event, but must reach a qualifying score to progress to the next event.











SNOW BOARDING

There are two Snowboarding events to master. The Giant Slalom is the same in theory to Alpine Giant Slalom, except that a snowboard is slower than skis. The course is also shorter. The Half-pipe event sees you performing cool tricks to impress the judges. There are many moves that can be performed, the odd thing is that they are selected before your record attempt. Simply choose the twelve tricks you'd like to perform and in which order. You then start your run, and the commands needed to perform these tricks appear in the top-right of the screen. The moves are combo button presses, similar to *Street Fighter* special move commands. The more complex the trick, the more complex the command.





"I'm sorry lads the engine's packed in. We'll have to get out and push." Bobsleigh action with George Lazenby and Telly Savalas.





BOBSLEIGH & LUGE

For both these events, the idea is to build up lots of speed in the running section, get your man (or men in bobsleigh) into the luge/bobsleigh and then steer them safely through the rest of the bendy course. To get the fastest speeds you need to sprint at the start, and try not to hit the sides on the course. Pretty obvious stuff really, isn't it?



"You're not meant to try and beat me on foot, get in the back and shaddap already!"

SPEED SKATING

The two Speed Skating events are the closest you're going to get to the style of racing in *Track & Field*. There are two lengths of races – 500 metres and 1500 metres. The shorter race is more of a sprint, in the longer you have to keep an eye on your athlete's stamina. Here the two games differ in their control methods. The N64 version has you build up a steady rhythm using the shoulder buttons, and pressing them to match the timing of an indicator on display in the corner of the screen. The PlayStation sees you bashing the buttons, again trying to get a rhythm going, but a much faster one!



A triumphant-looking speed skater from the Nintendo 64

CURLING

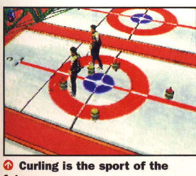
A very strange sport, and definitely the joker in the pack for *Nagano*. Simply put, this is bowls on ice, where two teams slide up to eight stones at a target, while team-mates sweep a path for the stone in the ice. It may look silly, but this is one of the best events in the game.



"While you're at it, there's some leaves in the driveway!"

THE BIG N VS THE POWER

Although the game is being released on two different systems, don't expect quite the same game on both formats. Konami have two separate teams working on the game, one team for PlayStation, the other for N64. The development is being lead on the Nintendo version, which has quite a few control differences to *Track & Field* on the PlayStation. Both games should be released around the same time. There's one event which we haven't featured here which is the Alpine Freestyle section, or Hot-dogging to give its more popular name.



Curling is the sport of the future.



This ski-jump pic is from N64, like all the ones seen here.



He'll never win supermarket sweep on a snowboard!

WHO WILL BE #1 IN THE WORLD?!

Both games look extremely promising, though the PlayStation version has more in common to *Track & Field*. We'll be showing the outcome of the head-to-head in a future issue.









The battle for the best snow boarding game around heats up, with the Saturn playing host to a potential *Cool Boarders* beater.

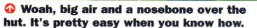
STEEP SLOPE SLIDERS

Winter is upon us, which means all those people that like to spend valuable holiday time speeding down a mountain, will start getting their wax ready for another season. Snowboarding is a different kettle of fish, it's an all year round sport, because there's always snow in some part of the globe. A fact which *Steep Slope Sliders* hopes to convey, with their snow boarding party embarking on something of a world tour. Even if you can't afford to do it for real, you really shouldn't miss out on the fun of console-boarding.

CAN YOU DO A FAKIE STALEFISH?

It wouldn't be a snowboarding game without cool tricks, and *Steep Slope* is no exception. As well as getting huge air and turns off ramps, rocks, cars and houses, it's also possible to perform railslides on logs and fences around the courses. You can also perform tricks without even jumping. Mistys, Indy grabs and even Chicken Salads are all easy to pull off. Another unique feature is the control over your chosen boarder. You can move the board with the shoulder buttons, but the actual turning is made by shifting the weight of the rider. This is done with the use of the D-pad, and is just like steering. With this control method, it is easy to pull off a wide range of tricks.





Woah, big air and a nosebone over the hut. It's pretty easy when you know how.

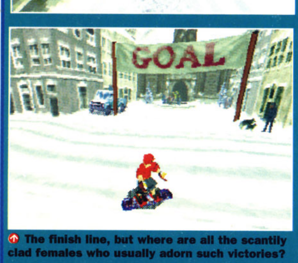


Perform tricks by pressing the D-pad plus the jump and grab buttons.

BOARD AROUND THE WORLD

There are four extreme courses to compete on. Where points are awarded for the best times, best tricks and best all-round score. Taking place in Russia, America, Japan and Italy, these courses are big. The best thing about *Steep Slope Sliders*, is that you have a fair degree of freedom. There are course boundaries, but not as restricting as you'd expect. Unlike other snowboarding games, the rocks on the courses aren't as much as a hazard, as all can be used to gain some awesome air.





The finish line, but where are all the scantily clad females who usually adorn such victories?



THE COOL COURSES

Apart from the extreme courses, there are three other areas to test your skills in. The Alpine stage is a speed test with gates that have to be passed. For every missed gate, a second is added to your time. Snow Board Park is a trick riders dream course – full of fences for long rail slides, lots of ramps to jump off, and even some cars and half-pipes to play with. Finally there's the Half Pipe itself, extremely long, and once again there's the opportunity to perform some amazing tricks.



A massive rail slide, getting onto the rail can be pretty difficult. You can even do tricks on the rail.





THE FINAL BATTLE

As you can see, *Steep Slope Sliders* offers a fair few extra tricks up its sleeve than the original *Cool Boarders*. Whether it's able to compete with the sequel, *Cool Boarders 2*, remains to be seen. We'll cover the fight between them soon.


SATURDAY MORNING
THIS NEW CLEARASIL COMPLETE REALLY WORKS. I USE IT EVERY DAY AND LOOK AT ME!
DO I HAVE TO?
YES, THIS IS ONE OCCASION YOU REALLY SHOULD LOOK UP TO YOUR OLDER BROTHER. NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS. USED EVERYDAY IT WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH.
CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.
ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!
ALL YOU NEED TO HELP BEAT SPOTS!
NEW
Clearasil
COMPLETE
* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.



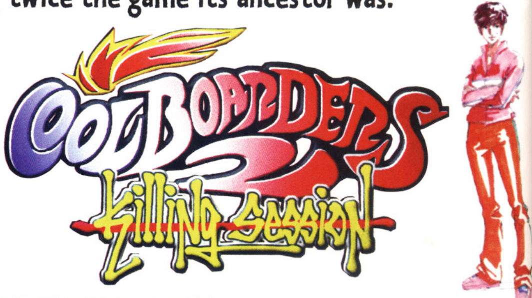
100% COMPLETE

PlayStation

SNOWBOARDING | BY UEP SYSTEMS | FEB RELEASE | 1-2 PLAYERS

- NO PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

Listening to all the criticisms aimed at the original, *Cool Boarders* returns. And it's twice the game its ancestor was.



C*ool boarders* was something of a surprise hit at the beginning of the year. It was a good game, but we never expected so many of you would want to go out and buy it. Its makers, UEP Systems, obviously knew what was going to happen, for once the game was released they listened to all the criticisms and went back to the drawing board. The result is *Cool Boarders 2: Killing Session*, a game that is so improved upon the original it's really quite staggering. If you don't believe us, just look at what it has to offer.

ONE MAKE JUMP

While the original was a one-player only affair, the first improvement for the sequel is the two-player mode. With the help of a split-screen you can now go head-to-head in a number of different game modes. The first of these is Snow Boarding Combined – a kind of snowboarding F1, where eight players compete to be the best. There are nine courses to survive through, for if you don't get enough points for the next round - you're out! The races start similarly to a rally, with boarders setting-off at separate intervals. These places are determined by a jump contest that precedes each course, hence the event's name – Snow Boarding Combined.



The two player game adds even more fun, and a number of different options.



Backgrounds are more detailed and varied. You can even jump off roofs.

HI I'M YAGGI, RIDE ME

This year, instead of merely selecting a male or female boarder, you now choose an actual rider. From here you can choose their clothes and board. Each rider has different attributes – some better at tricks and jumping, others with better balance and speed. These same attributes are then given to the variety of boards on offer. There is even an option similar to *Rage Racer*, that allows you to design the graphics of your board.





There are four characters to choose from, but like the original, *Cool Boarders 2* is full of secrets.







WAIT, THERE'S MORE

There's simply too many new features to go into depth about on a single page, so we'll quickly rattle them off for your delight. The original game returns in the Free Ride mode. Here there are the same nine courses from the combined mode, but you race them solo, with the option to save your best rides as ghost data. Just like the original there are secret courses to be won too! Board Park is a cool new feature, where you get to perform tricks at your leisure, on a course designed especially for it. Half Pipe is a serious challenge for the trick magicians. Serious air, points and satisfaction can be gained here. Finally there's a Jump Contest and Masters mode, which is a ranking stage where you must perform designated tricks on a massive course.



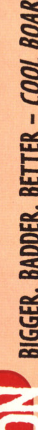






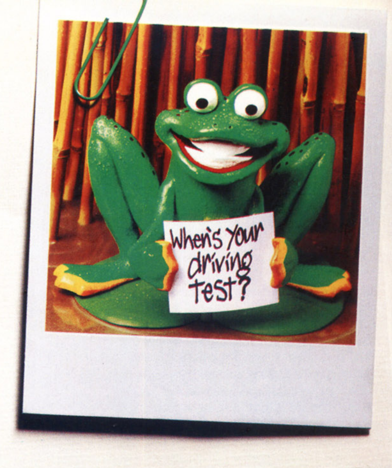
BEST KEPT FROZEN

Fans of the original should find themselves with a huge smile on their faces come the New Year. *Cool Boarders 2* really is a quality game with so many improvements it's almost unbelievable.



Please state fully how accident happened.

While travelling at a
steady 65 mph, I saw a frog
I recognised from school,
pull a moonie causing me
to swerve at least 3 times
in an attempt to kill him.
Only at this stage did I
notice the truck that was
to remove me from the road
and deposit me into the pond
While doing 4 somersaults
(with tuck & pike) he added
insult to injury by sticking out his heat seeking tongue
and giving me a sign implying that 'I was a bad driver'



DESCRIPTION OF ACCIDENT

Please supply sketch showing the position of vehicles prior and subsequent to collision.

Fig ①

Fig ②

AAAAAAHHH

POND.

Fig ③

Fig ④

Frogger

Available on PC CD ROM and Sony Playstation™

HASBRO Interactive

www.frogger.com





3D FIGHTING | BY SQUARESOFT | DEC RELEASE | 1-2 PLAYERS

- IMPORT VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

A sword-fighting simulation game which takes pure skill and incredible reactions. If you don't have them, run away and hide!

BUSHIDO BLADE



Squaresoft are known for their magnificent RPGs over the years, especially their fantastic *Final Fantasy VII*. Recently they've managed to gain respect in Japan for creating some of the best and most original fighting games in *Tobal 2* and *Bushido Blade*. The latter is now coming to the UK, and has loads of interesting features for us to tell you about. If you thought that *Soul Blade* was as realistic as fighting games got, you were very wrong.





ONE HIT WONDERS!

The combat in *Bushido Blade* is completely different to other console fighting games. The characters don't have energy bars and there's no time limit. Instead, a fight finishes when a character takes a fatal blow to an important part of their body or surrenders because they are too badly injured. Limbs that have taken hits can't be used – if your left arm is damaged you won't be able to throw your second weapon, for example.



If both your legs are injured, you have to fight lying on your back! Like that bit in Reservoir Dogs.

DON'T LOOK AT THE FINGER...

As the fights are more realistic than other fighting games, defence is very important – a single hit can kill, remember. You have four main buttons which let you block (a brief defence which lets you counterattack quickly) and hit at high, medium or low level. You also have buttons to change your centre of balance so that your character holds their weapon above their head, in front of them, or while crouching. Each position has its own moves and techniques, so it takes ages to master everything.





CRANIUM INTERNAL!

There are a few different ways to play *Bushido Blade*. As well as the usual side-on 3D view, there's a mode where you view the action from your fighter's eyes. This makes the fights more intense as you can't see when your enemy is behind you. As it's possible to run around the giant arenas in *Bushido Blade*, this does happen quite often. You can also link two machines to have fights from the first-person perspective.





Before a fight you must choose a weapon. Each one makes your fighter play completely differently, so make sure you learn them carefully.



THE FIGHT OF YOUR LIFE!

Bushido Blade is certainly very interesting. It's not the kind of game that anyone can play by bashing the buttons, but is going to be perfect for serious fight fans. We hope to have a final UK version for review very soon, so be ready for it!



80% COMPLETE

WAR/STRATEGY	BY WESTWOOD STUDIOS
NOV RELEASE	1-2 PLAYERS





- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- RELEASED BY VIRGIN TEL 0171 368 2255

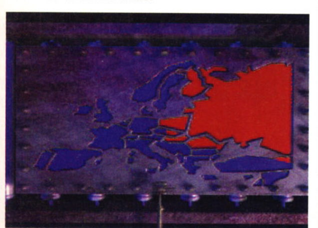
More seat-of-your-soiled-pants battle strategy, as the sequel to *Command & Conquer* comes to PlayStation!



Command & Conquer is one of the biggest PC games ever. It took war simulation games from being slow turn-based things into being real-time battles that anyone and everyone could get into. It's simple enough to play – point at someone or something, then point where you want them to go, or what you want them to shoot. This sort-of-sequel-but-not-quite, *Red Alert*, is now coming to PlayStation, and is looking as though it could be pretty much spot-on.

ADOLF HITLER? NEVER HEARD OF HIM

Red Alert comes on two CDs, just like the original *Command & Conquer*. One is dedicated to the Allied Forces, the other is for the Soviets. The game is set during the Second World War, though there have been a few changes made. A scientist constructs a time machine to travel back in time and remove Hitler from history. As such, World War Two is between the Allied Forces (including Germany) and the Soviets! The technology is also less advanced than the first *C&C* which was set in the future.



UNIQUE UNITS

There are some excellent units in *Red Alert* which weren't in the original *C&C*. There are now lots of different flying vehicles including choppers, bombers and paratroopers. There are some great water-based vehicles too, like submarines, battleships and small craft which carry vehicles and troops across water. One of the best new units is the spy. To you he shows up in a tuxedo, but to your enemy he looks like one of their troops! Make sure you avoid the alsatians though, as they can smell you straight away!









EEK! A MOUSE!

The PlayStation version of *Red Alert* includes features which were, to its fault, missing from the first console *C&C*. You can now use the PlayStation mouse, which really helps you to play quickly. And the best thing is that a link-up mode is included. Although not many people get around to playing link-up games, *Red Alert* is certainly worth the effort as it's one of the best multiplayer games on the PC.





Curse those evil Lada drivers!



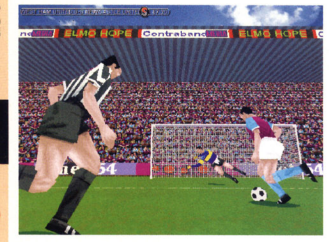


PLAYSTATION PLUS

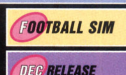
Red Alert comes on two CDs – one for the Allied and one for the Soviet missions. Each one has loads of different missions with alternate routes through them. And on top of the original PC missions, a load of extras from the add-on packs are being included!

CODE RED!

We're big fans of *Red Alert* on the PC, so we're looking forward to the PlayStation version. Hopefully we'll get a finished version (or two) for review in time for next issue.













- MULTI-FORMAT PREDECESSORS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY GT INTERACTIVE TEL 0171 258 3791

Sensible Software return to their most successful territory – the football market – with a spanking new graphics engine to compliment the classic *Sensi* gameplay.

SENSIBLE WORLD OF SOCCER 2000

It's fair to say that when a team of developers make a game THEY would want to play, it'll be something pretty special. That's the simple reason behind *Sensi*. Made by fans, for fans. Now the original team have moved on a step further with *Sensible Soccer 2000*, which could be the last word in football games. The biggest change to this compared to other versions, is that you can now play the game as a coach as well as a player. Virtually every sort of option a player has, can be tinkered with. Whether they pass the ball sideways or through the middle. Who takes corners and who goes up for them. It may sound anal, but to real football fanatics it gives you the opportunity to customise your team completely to your needs. Get ready for another *Sensi* explosion.



These are the replays that automatically appear once a goal has been scored. The camera position can be altered too.



And here we see the player 'rounding' the goalkeeper. People who used to watch Fantasy Football will get that joke.

DIY HEAVEN

As mentioned previously, *2000* can be customised to unimaginable levels. All of the 'comedy' custom teams (Kebab Shop, Essex Boys and Slagheap are some examples) are back, but these can be completed renamed to feature all of your own players. Player ratings, numbers, position, even hair type and colour can be changed, so your local team can be completely recreated. You can change cup options, like golden goal, penalties, replays, number of byes... We think you get the idea!



Everything that is highlighted red on this menu can be changed. That's a hell of a lot of options for you lot to muck around with!

FIELD OF DREAMS

The game still features the same overhead view of the original, but this time it is slightly slanted to compliment the new 3D players. If anything the camera position is slightly further back because more of the pitch is in your field of vision. This makes for more intricate passing movements as you can see more of your players, and have more outlets when trying to knock the ball about.

The lobs are a lot easier to perform now. It makes for some spectacular goals!



Don't forget, you can still control the direction of the ball from slide tackles.

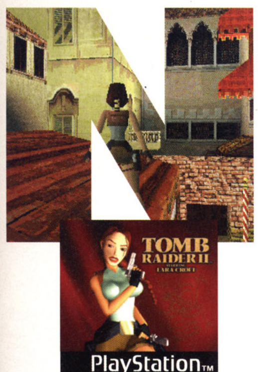
SHEEP SKIN COAT AND JEWELLERY

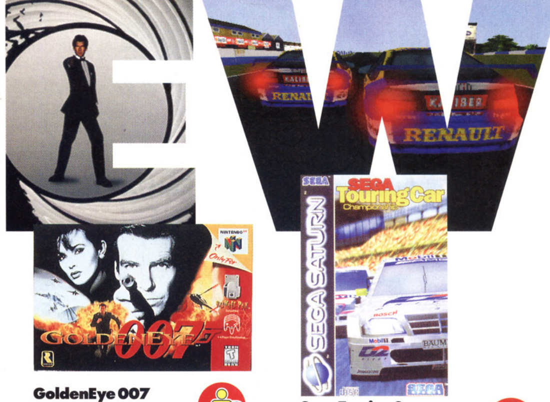
The game also has three options to view the game. Having made all of your tactical decisions and player changes, you can watch the game simply as a manager. You can then butt in at any time to switch players or change your formation. You can also get the result flashed up instantly to save you sitting through boring league cup ties at Norwich(!). And of course you can skip all that and let the computer select two teams, and then you just play.



EAT, SLEEP, DRINK AND PLAY!

We shall be featuring a more in-depth review of *Sensi 2000* next month, where we really will find out if it is the ultimate soccer game.





Tomb Raider II
for PlayStation.
Reader offer† £39.99
(In-store £44.99 SAVE £5)
Lara Croft is back in the most talked about Playstation game this year. Starting at the Great Wall of China, your search takes you to Venice, Tibet and underwater worlds, where new enemies stand between you and your goal.
Available on 21st November

GoldenEye 007
for **NINTENDO64**
Reader offer† £44.99
(In-store £49.99 SAVE £5)
4 player game
With 18 detailed missions, 4 player mode and enough guns and gadgets to keep even 'Q' happy, this game will leave you shaken and undoubtedly stirred.
Rumble Pak compatible.
Available on 7th November

Sega Touring Car


Reader offer† £44.99
(In-store £49.99 SAVE £5)
2 player game
Realism is the key to this thrills and spills racing game, featuring three gruelling circuits, real-life constructors' logos for each car plus lots of accurate trackside detail.
Available on 6th November

Getting your hands on the latest games isn't a challenge at Comet.



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Tomb Raider II! GoldenEye 007! Touring Car! We've got all the very latest games for Sony Playstation, Nintendo 64 and Sega Saturn at the new Game Zone at Comet.



If you're after a console, we've set up all three machines side by side, loaded with the latest software, so you can compare the graphics and gameplay before you buy. With a wide choice of accessories, special offers and of course the lowest prices guaranteed, you've simply gotta come to Game Zone!

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COMET

Make someone happy this Christmas

†Redeemable when you take this page in store. Offer ends 24.12.97. Information correct at time of going to press 13.10.97. Font supplied by Fontastic@http://people.wiesbaden.netsurf.de/˜kikita/x.htn

75% COMPLETE

PlayStation

SHOOTING GAME | BY TALES 2
JAN RELEASE | 1 PLAYER

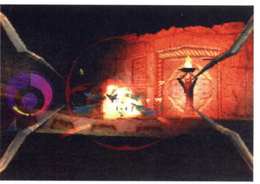
- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000



In a bid to dominate the Christmas market, Psygnosis have something for everybody. The last of their current biggies is another meaty shoot-em up.

SHADOW MASTER

Mechanical Monsters. In *Shadow Master* they're everywhere. Scuttling around, dropping from the sky, even teleporting in-front of your face. It's all part of the Evil One's master plan, to drain the planets of the solar system of their natural resources. Of course, your mission is to stop this dictator. While the game may look like a corridor shooter, you're not on foot or in a spaceship. Instead you're behind the wheel of a massive buggy. This vehicle provides minimum protection, but offers a little more help. We can't figure out why the buggy is able to side step though.



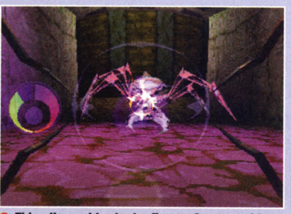


WU TANG KILLER BEES

Attack is the best form of defence. So you are shipped to the alien worlds the Evil One has already taken over. He's already turned the inhabitants of each planet into his bizarre mechanical monsters. The more menacing creatures possess a grotesque humanoid form. The really creepy ones resemble insects. Giant spiders and flies scurry around the levels. There are even tryphid plants and dragons thrown in for good measure.



There's no time to admire the fancy lighting, 'cos this bunch of misfits are rock hard. Hit 'em with everything you've got, and then some.



This alien spider looks fierce. Once you blow it up there's another creature inside. Smaller inhabitants even run away in fear from this guy. Shame it's not a match for your weapons.

HEY, PRETTY BOY

The first thing that grabs you about *Shadow Master* is the graphics. With some mean looking enemies and some of the best explosions seen in a game. There is no denying the game looks the business. Enemies shatter into hundreds of pieces, and there is dynamic lighting throughout. Fire off your weapons and the whole screen lights up in a blaze of neon coloured glory.



This guard is enjoying a quiet stroll...



...and then boom! He is out of there.

RODNEY WHO?

The look of the game is based on the fantasy worlds created by respected artist Rodney Matthews. His work is heavily catalogued across the internet and much respected by fans. Matthews has illustrated over 70 album covers, including bands like Thin Lizzy, Magnum, Nazareth and prog-rock king Rick Wakeman. If your Dad had long hair and a handlebar moustache in the 70's, chances are some of these albums are in his record collection.



WHO KNOWS WHAT EVIL LURKS?

With the hundreds of games out there this festive season, *Shadow Master* may have a tough time making a name for itself. It's looking good, but it's still too early to comment on the all-important gameplay. More soon.



SPECIAL EDITION LAUNCHES OCTOBER 10
NINTENDO® 64
STARRING
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SLIPPY
PEPPY
FALCO
A NINTENDO 64 GAME
LYLATWARS
"FEEL THE ADVENTURE WITH NINTENDO"
THE GAMES LTD PRESENT A NINTENDO 64 GAME FOX McCLOUD SLIPPY PEPPY FALCO 'LYLATWARS'
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94 MHZ SPEED
3D ENVIRONMENT
INCLUDED RUMBLEPAK IN PACK
STEREO SOUND
PRECISION CONTROL
MULTI-PLAYER
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH





PLATFORM GAME | BY TREASURE | DEC RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 64 MEG CART
- RELEASED BY THE GAMES TEL 01703 653377

It's undergone a name change, and survived some heavy translation. Which means *Mischief Makers* is ready to be released.

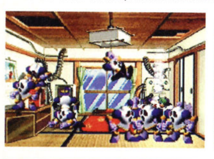




Treasure is one of the most respected games makers in the world. Responsible for a huge list of classic games, among them – *Gunstar Heroes*, *Dynamite Headdy* and *Guardian Heroes*. There is no denying their skills at original character design and strong gameplay. What is even more surprising is their reluctance to make sequels. Every game they make introduces us to a whole new set of memorable characters, and they always manage to include a new twist in game design to keep you hooked. *Mischief Makers* is no exception. The main character is a robot maid out searching for her master. Her weird abilities include hovering around and baking weapons.

TAKE A CHANCE ON CLANCE

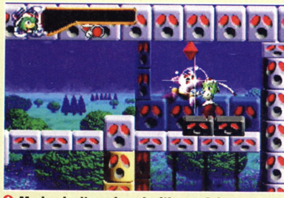
You play Marina Liteyears, a robot maid and assistant to Professor Theo. Leaving the Earth they chance upon an SOS signal being emitted from the planet Clancer. Thinking the planet may not be safe, Marina has been sent to scan the planet. When she returns the Prof has been kidnapped. A large group of Clancers, the inhabitants of the planet have abducted him. Marina hears the cries for help in the distance, and so the adventure begins.





THE LAND OF MAKE BELIEVE

The planet Clancer is split into five levels, each made up of ten stages. On each stage Marina must complete a specific objective. To finish a stage Marina must locate a blue star that warps her to the area. The stars only appear once your objectives have been completed. The first level is fairly straightforward, and acts as a training mode for the adventure ahead. Also hidden on each stage is a gold gem. In what is becoming the norm in Nintendo games at the moment, the gold gems offer you a new surprise when all are collected.



Marina isn't equipped with special powers to protect herself, instead she has the ability to grab items and other characters. Shaking enemies often reveals bonus items.

THINGS TO DO IN CLANCER BEFORE YOU'RE DEAD

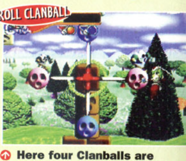
There are many strange and bizarre inhabitants during Marina's quest, and lots of things to grab and jump on.



This friendly face will offer advice on how to complete a stage, or reveal new tactics. Her advice is yours in exchange for 10 red gems.



These are springs that allow Marina to jump from platform to platform. They can also be positioned diagonally, to fling Marina across the stage.



Here four Clanballs are shaped like a windmill. Marina can grab onto a ball, and spin herself round. Each ball can also be stretched so you can get to new areas.

HEY GOOD LOOKING WHAT'S COOKING

Being a maid has given Marina the ability to cook up new items. When you locate a Clanpot, items can be placed inside. Once there are enough items in the pot, give it a shake and new items can be produced. Mixing four bombs can produce a much larger Clanbomb.

MARINA MAKES THE WORLD GO ROUND

We can see why the Japanese have been raving about this game. *Mischief* features lots of ingenious new ideas that are surely gonna be imitated in the future. It's heading your way soon.

FIGHTS BACK WHEN CORNERED



A LONG, DIFFICULT MEETING.

Then a 200-mile journey over treacherous mountain roads. Life can be stressful for a top international executive, but that's not your problem. You're a car thief working for the Mafia and you need to rip off his car for a crime mission.

Of course, stealing cars and shooting people creates innocent victims.

Anyway, if the highly-engineered saloon stolen from this advertisement is not your cup of tea, Grand Theft Auto offers you over 30 different vehicles to steal, each with its own handling characteristics, including sports cars, buses, garbage trucks and motorbikes.

In headrush-inducing top-down perspective you race through three different cities, each with its own massive and unique road system and local landmarks.

Your Mafia bosses will require you to commit numerous tasks along the way.

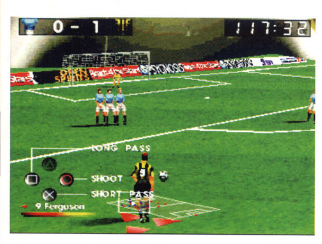
But for this much adrenaline, it's criminal not to.











90% COMPLETE

PlayStation

FOOTBALL SIM | BY PSYGNOSIS | DEC RELEASE | 1-4 PLAYERS

- PLAYSTATION PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

Psygnosis sneak round the back door, rise like a salmon to nut in a new version of *Power Soccer* and take the football game war into extra time.

POWER SOCCER 2

Now England have qualified for the World Cup thanks to their sterling performance in Rome, you can guarantee that between now and the finals next summer, every developer will be churning out a footie game. And they'll all be complete crap that are only out to make a few quid. First to try and last the 90 minutes is *Power Soccer 2* from Psygnosis. As you can probably tell from the shots, it's not trying to be a serious simulation. Power shots and turbo speed bursts are moves even Ronaldo would have trouble pulling off. But maybe it's this sort of football game that you, the punters want. We'll give you the lowdown in next months CVG.





HOT SHOT HAMISH AND MIGHTY MOUSE!

Those who remember Roy of the Rovers comics will no doubt be familiar with the two characters mentioned above. Hot Shot Hamish had the uncanny ability to wallop shots so hard that not only would the goalkeeper end up the back of the net, but the net and goal would be in the crowd. *Power Soccer 2* features the same hilarious power shot too! If a goalkeeper gets in the way of one, he trickles over the line conceding a goal in the process. Hilarious except when you're on the receiving end!





Big Duncan Ferguson rattles in a power toe poke. The 'keeper saw but a blur! Realistic eh?

DAVID JAMES OFFERED ADVICE!

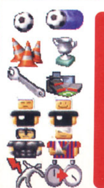
Which may explain why the goalkeepers are so rubbish! In the Japanese version of *ISS 64* they were bad enough. Nearly every shot you had against them was spilled or tipped over the bar. The goalies in this game are worse. They never seem to hold onto anything shot from an angle and as for the power shots... We hope that it's something they sort out in time for the finished version.







New view, same outcome. If you get close enough, then the super shot is unstoppable. It's easier to pick a spot from this view too.



CHIP IT UP FOR A BUDDY HOLLY!

Something the PlayStation definitely doesn't need is more football games, which is why this is up against some really stiff competition. Find out if it gets a drubbing or scrapes an away win next month.

CHECKPOINT

The month's events and software releases at a glance. **Christmas**

Christmas is upon us, and the release schedules are starting to shrink. Stop here to find out what's coming your way, and why don't you try and win the latest games while you're here!

As we predicted last issue, there's been a lot of shuffling around in the release schedules this month. We know a lot of software houses around the World are frantically putting the final touches to their Christmas games. How? Simply because we're not receiving some of these games until the week before they go on sale. We then pull our hair out trying to play the games to the best of our abilities in a criminally short space of time. Then of course we actually review the software, put the screenshots together and finally put our feet up and smoke a big chocolate bar. Don't get us wrong – we love games, but at this time of the year we'd really love to take a break and play them along with the rest of you. Anyway, Christmas is almost here, have fun – but please spare a kind thought for all the software companies, all the shops and staff, and of course your team on CVG.





TOMB RAIDER 2

Want to find out what Lara's been doing with herself this year? Then you'll be wanting a copy of this game. How do I win one, you may ask? Remember the final bosses at the end of the original game? Pretty weak weren't they? We want you to draw a new final boss for Lara to face-off against in the sequel. While you're doing that you might like to give Lara another new costume, that will prepare her for this battle. Mark your entries: **OVER-EXPOSED OR UNDER-DEVELOPED COMP**

QUAKE



Saturn *Quake* is undeniably an awesome conversion of the PC classic. Featuring all the levels and creatures of the original, but sadly no link-up play. In a competition that is eerily similar to our *Tomb Raider* one, we want you to design a weapon that is more powerful than Quad Damage and the lightning gun combined, plus a new all-powerful enemy to use them against. We're keeping these things pretty easy this month. Address your entries: **QUAKE, QUAKE LIKE RICKI LAKE**



QUAKE 2

You've played the original until life became a blur. So why on Earth would you want to play this? Anyway, the mother of all sequels arrives on PC this month, and if you'd like to be strapped to a computer until the next millennium playing it, you'll want to enter our competition. All you have to do is make a sequel for a game that couldn't possibly get any better. Which game is it? What would it have, to make it better than the original? Please add illustrations to indicate all the improvements that your game would make. Mark your 'lopes: **ATARI KARTS 2 - THE WRATH OF MATTEL**

Send entries as soon as possible to:

CHECKPOINT #193 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX

PLAYSTATION CLUB FESTIVAL '97.

November 15th - Dec. 21. Various cities, Japan.

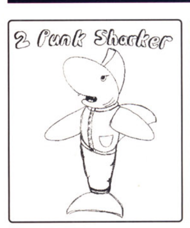
We mentioned this show last month, but being as it's a two month long event we thought we'd mention it again. *Biohazard 2, Metal Gear Solid, Nagano Winter Olympics, Dead or Alive* and *Parasite Eve* are the games that should be gaining the biggest crowds. Plus the possible appearance of *PaRappa the Rapper 2*. Also if rumours are to be believed, *Tekken 3* could be unveiled before it hits the Japanese shops in late December!

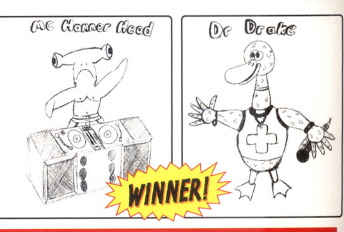




PaRappa and his friends will be World famous by this time next year.

IN YOUR FACE! PRESENTING THE CHECKPOINT WINNERS OF ISSUE #191



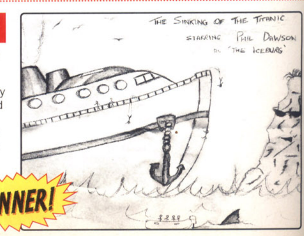


PARAPPA THE RAPPER

To win a copy of *Parappy* all you had to do was show us who you'd like to see in the sequel. We had quite a few predictable entries, with the Notorious PIG being sent in by nearly everybody, along with the Toucan Clan, and some just way too bizarre. Best of the lot were the triple-whammy of MC Hammer Head, Dr Drake and 2 Punk Sharker. The winner forgot to send their name with the entry. So if you're out there please write in and tell us the three other characters you drew, that we've purposely left out here. Anyway well done.

BROKEN SWORD 2

The prize was *Broken Sword 2* for the PC, and we asked you to draw the most expensive thing in the world Phil Dawson has broken in the last month. The majority of entries saw Phil trashing New York, and succeeding where King Kong failed. However, the winner for sheer tripped-out originality is Keren Willcocks from Cheshire, with the brilliant 'Sinking of the Titanic' starring Phil Dawson as 'The Iceberg'.





KEY: Red Arr, it be a fine game! Blue Abandon all hope!

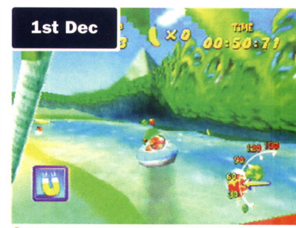
GAME NAME	COMPANY	FORMAT
14th November		
Bomberman 64	THE	Nintendo 64
Colony Wars	Psygnosis	PlayStation
Final Fantasy VII	Sony	PlayStation
Command & Conquer: Red Alert	Virgin	PlayStation
Marvel Super Heroes	Virgin	Saturn/PlayStation
Quake	GT Interactive	Nintendo 64
Resident Evil: Directors Cut	Virgin	PlayStation
21st November		
Bust A Move 3	Acclaim	PlayStation
Courier Crisis	BMG	PlayStation
Grand Theft Auto	BMG	PlayStation/PC CD-ROM
Judge Dredd	Gremlin	PlayStation
Time Crisis	Namco/Sony	PlayStation
Shadow Master	Psygnosis	PlayStation
Tomb Raider 2	Eidos	PlayStation/PC CD-ROM
TOCA Touring Car	Codemasters	PlayStation
28th November		
Broken Sword 2	Sony	PlayStation
Championship Manager All-Stars	Eidos	PlayStation
Duke Nukem 64	GT Interactive	N64
FIFA 98	EA	PlayStation
November (no set release)		
Blade Runner	Virgin	PC CD-ROM
Curse of Monkey Island	Virgin	PC CD-ROM
Enemy Zero	Sega	Saturn
Lost World	Sega	Saturn
NBA Action '98	Sega	Saturn
Quake 2	Activision	PC CD-ROM
Quake	Sega	Saturn
Sega Touring Car	Sega	Saturn
Sonic R	Sega	Saturn
1st December		
Diddy Kong Racing	THE	Nintendo 64
5th December		
Adidas Power Soccer 2	Psygnosis	PlayStation
Crash Bandicoot 2	Sony	PlayStation
Premier Manager 98	Gremlin	PlayStation
Red Baron 2	CUC Software	PC CD-ROM
12th December		
Jersey Devil	Ocean	PlayStation
Mischief Makers	THE	Nintendo 64
Spice World	Sony	PlayStation
19th December		
FIFA '98: Road to the World Cup	EA	Nintendo 64
18th January		
Actua Ice Hockey	Gremlin	PlayStation
Batman & Robin	Acclaim	PlayStation
Blasto	Sony	PlayStation
Conkers Quest	THE	Nintendo 64



Final Fantasy VII - make sure you get it early!



Tomb Raider 2 - the surefire Christmas number 1, unless you all buy *FIFA* again.



Diddy Kong Racing - better than *Mario Kart*.



Sonic R - Sonic and his friends "R" back.



RESIDENT EVIL

For the chance to win a copy of the survival horror classic on the Saturn, we wanted you to send in a scary story that would keep Tom Guise on the toilet the longest. We had lots of long-winded feeble stories that all sounded the same, including lots where the escaped mental patient is banging the husband's head on the roof of the car. Ms Rebecca Morris from the Wirral is the winner, with the frightening story of how she almost trod on her copy of NiGHTS and broke it. Tom nearly fainted when he heard this. By the way Rebecca, your other story is not bad either.

DOUG & DARREN WHERE ARE YOU?

Big Up to our dear, dear luvvies the wonderful Doug and Darren. Two fine specimens of manhood, who each month help us make this page happen, and contribute those wonderful prizes. Please remember not to blame us, nor them should these release dates be inaccurate, 'tis merely what they call slippage.

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CHRISTMAS
BUYERS GUIDE

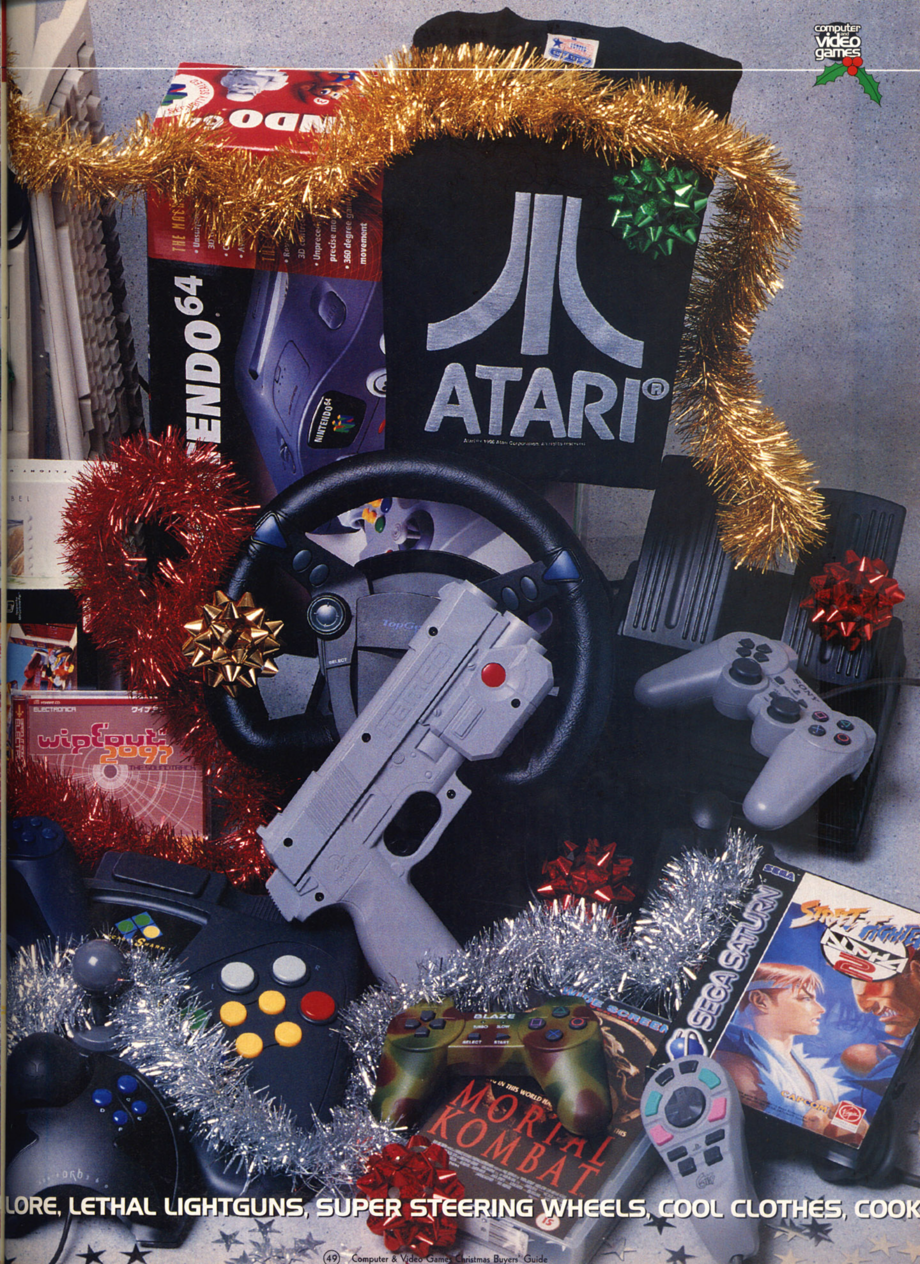
- The Top Machines
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- Videos. Biscuits.



Christmas means three things: the birth of baby Jesus; national holidays, and the desperate scramble to get the presents you want.

CVG's gift to you is this complete guide to everything 'videogames' you could possibly want this yule. Just leave this awesome pull-out near any friend or relative (with wanted items clearly marked) and let old St Nick do his stuff!

LL THE TOP MACHINES, THE VERY CREAM OF GAMES, BARGAIN SOFTWARE G


computer and video games
ATARI
NINTENDO64
wipEout 2097
THE SOUNDTRACK
SEGA SATURN
STREET FIGHTER ALPHA 2
MORTAL KOMBAT
LORE, LETHAL LIGHTGUNS, SUPER STEERING WHEELS, COOL CLOTHES, COOK

SONY PLAYSTATION



"Do not underestimate the power," is what we were told. Those who did could be kicking themselves. The PlayStation has gone from strength to strength in the last year, and the titles lined up for the next twelve months don't look too bad either!

FIVE GOLD RINGS



➔ *Resident Evil* 2 features amazing graphics and some genuinely scary moments. If you don't own the original, get the *Director's Cut* now or wait for the Platinum version in the spring.



1 RESIDENT EVIL 2

This game is going to be so good, you'll need incontinence pants to play it. If you're gagging for it already, there's a superb demo bundled with *Resident Evil: The Directors Cut*, which will give you just the teaser you need. Here's what to expect: Zombie policemen; zombie civilians, and zombies on fire! And the zombies twitch when they're on the floor. At one point you go into a gun shop to stock up on ammo where the owner gets munched by the undead who come smashing through the window! It really doesn't get better than this.

2 TEKKEN 3

Namco roll out the punches and get ready to smash everything else away with their home conversion of the arcade hit. Rumours about whether the PS could handle the size requirements of the game have been flitting around for ages now, but it's now almost certain that *Tekken 3* is going to be a stand-alone product. All the characters will be included, all the moves and combos, and all the secret bosses. With this scheduled for a spring release in the UK, you may even see this on import by the turn of the year.



3 METAL GEAR SOLID

Konami are keeping this one firmly under wraps (all we've seen are a couple of promotional videos) and it's little wonder why. Their espionage spy thriller looks set to take the gaming world by storm when it's released in the middle of 1998. From the videos we've seen *Metal Gear Solid* looks set to exceed even *Resident Evil* in terms of atmosphere and graphical quality. Every last detail looks as though it's been covered, with characters' breath becoming visible on the colder levels. Look out for this, it's going to be featured very heavily in the next few months.



4 GRAN TURISMO

With Sega's AM divisions making some of the greatest driving games seemingly at will, Sony throw in their penny's worth with this racer developed by Sony Japan. The graphics are some of the most amazing on PlayStation, which you may think is a load of publicity waffle, but having seen pictures it certainly looks like a valid comment. The vehicles you drive are all real as well, so don't expect to climb into some supercar that travels insane speeds. We'll be featuring this in more detail in a couple of months, so keep your eyes peeled.

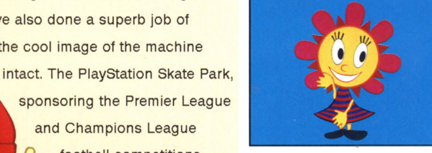


5 PARAPPA THE RAPPER 2

Even though *Parappa* has only just hit the shelves over here, Sony have confirmed that a sequel is in the works. As yet no details have been released so everything we have is just speculation. *Parappa* is still in the Japanese top thirty games, a year after its release and not even *FFVII* is in that chart now. In fact, *Parappa* has sold five times more copies than *Biohazard*! It just goes to show that original games sell, so support *Parappa* and buy both versions! And remember, "Money, money, money is all you need!"

WHAT'S ALL THE FUSS ABOUT?

The jewel in Sony's crown over the next year will be Namco. With releases like *Time Crisis* and *Point Blank* getting gamers stirring around the globe, the news that *Tekken 3* is well into development will have people wetting themselves with delight. Sony have also done a superb job of keeping the cool image of the machine intact. The PlayStation Skate Park, sponsoring the Premier League and Champions League football competitions mean it's reaching homes in one form or another. Whatever happens, one thing is for sure – PlayStation is here to stay.



A LOVELY BUNDLE!

If you're getting a PlayStation for Christmas, or are thinking about getting one, make sure you shop around. Such is the popularity of the machine at the moment, that companies will be falling over themselves to offer the best price. The machine still retails at £100 with one pad, so if you can get a 'Station with two pads, and one game for £129, you've got a good deal. Bundles with *Parappa* should be cheaper because the game only costs £30 anyway. Look out for offers with *Time Crisis*, *FFVII* or *Tomb Raider 2*. All fantastic games, so if you can get 'em a bit cheaper...

SEGA SATURN

With stories about Blackbelt being the hottest info doing the rounds on the net at the moment, the web sites have turned their attention away from possibly the hottest line-up the Saturn has ever had!



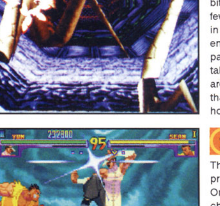
FIVE GOLD RINGS

More blood, guts and gore arrive courtesy of *House of the Dead*. As light gun games go, you won't get any better! The good news for Saturn owners is that it's Sega only! Awesome!



1 HOUSE OF THE DEAD

Sega came up trumps again with another gun game in the form of *House of the Dead*. The gore factor plays a big part, because this is overflowing with mucus, blood and bits of zombies once you've unloaded a few rounds into them. You also have a say in what routes are taken, as how quickly enemies are shot or whether hidden panels are removed, effects the path you take. If you haven't seen this in the arcade yet, walk in and it'll be the one that always has people playing it. That's how good it is.



2 STREET FIGHTER 3

The umpteenth *Street Fighter* game, but it still manages to provide that same classic gameplay you got with all the others. Only with a few more tweaks. A completely new set of characters – with Ryu and Ken of course – give even old pros someone new to master and it has the most comprehensive animation engine on any 2D fighting game. It will definitely need the RAM cart, but you can rest at ease because a game of this size would have tremendous difficulty working on a PlayStation. *Street Fighter* never dies, that much is certain.



3 SHINING FORCE 3

Shining Force games still are some of the best RPG's on the Mega Drive. It came as no real surprise when this 3D version was announced to go head-to-head with *Zelda 64*. Those that remember the predecessors will be familiar with the view change that took place when you attacked an enemy. This has been suped-up to the max, and rotates and pans in and out in all it's polygonal glory. It's gameplay that really made these games and from the shots we saw, the characters and enemies all look like beefed up versions of their counterparts. Cool!



4 BURNING RANGERS

The new game from Sonic Team is their true successor to *NiGHTS*. It features the same graphics engine, but is a totally different game altogether. The basic game sees you as a fire fighter of the future, a *Burning Ranger*. With high-tech armour shields adorning your body, the heat isn't a problem for you. People trapped in buildings need to be rescued before the structure collapses. The cool thing is that their location is completely random, as are the effects on the burning buildings. Ceilings, floors and walls all cave in, but you don't know when!

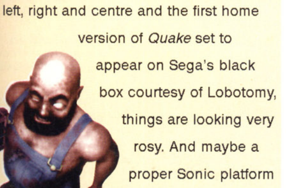


5 VAMPIRE SAVIOUR

Another Capcom arcade conversion. Well the chances are that if you own a Saturn it's these sort of games you bought it for! If *Street Fighter* is a sensible punch feast and *Marvel* is a simple action packed one, then this is plain insane! It features more characters than in previous outings, and a ton of new moves for each fighter. And it contains possibly the coolest fighting game character ever in the form of Jedah. The winged demon not only looks top dollar, but he also has some awesome Super EX moves! In one of them, he signs the opponent's life away!

WHAT'S ALL THE FUSS ABOUT?

It's the diversity of the Saturn that makes it such a good machine. We've already seen the potential the RAM cart has, with some absolutely fantastic 2D conversions of Capcom's fighting games. *Marvel* has all the frames of animation and background details thanks the the memory device. With the AM departments releasing quality titles left, right and centre and the first home version of *Quake* set to appear on Sega's black box courtesy of Lobotomy, things are looking very rosy. And maybe a proper Sonic platform game as well? Please!



A LOVELY BUNDLE!

Some of the bundles the Saturn has had over the past months have been very impressive. Just before the last price drop, you were able to find a Saturn, two pads, *VF2*, *Sega Rally* and *Virtua Cop* all together! This year, with *VF2* being eclipsed by *Fighters Megamix*, and *Cop 2* stealing the limelight from its older brother, they are the games you should look for in any special deals. *Res Evil*, *Duke* and *Quake* would be a cool blood bundle, should anybody sell that. If you can get a light gun thrown in as well, then you have the ultimate Christmas package!

NINTENDO 64



After the initial worry about the time it took for official releases to hit the shelves, THE have finally got their act together and the run-up to Christmas with a quality line up. And they've lowered the price of games by £10! Excellent.



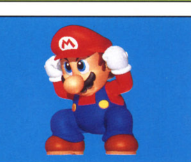

FIVE GOLD RINGS

➔ If Nintendo can get the balance between the all new, superb 3D graphics and the same classic gameplay from the SNES version, then *Zelda 64* is a guaranteed hit. And we can't wait!



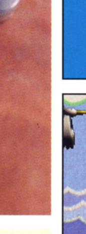
1 ZELDA 64

This game will be the final arm-twisting decider for all those still wary about buying an N64. Link returns to Hyrule in what promises to be his biggest adventure yet – it's going to be the first ever 32MB cartridge! Again, it doesn't look as though they've tinkered with the gameplay much, just given it a complete graphical overhaul! Those familiar with the older versions will go mad as all of the normal enemies have been included, right down to the skeletons and bomb spitting munchkins. It's a safe bet we'll be giving this loads of pages during next year!



2 SUPER MARIO 64 2

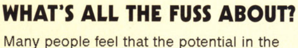
It's been confirmed that it's in the works, but other than that details are sparse. Something we do know is that it could well appear on 64DD only, but with the DD rumoured to be less expensive that won't matter too much. It will also feature the return of Mario's intrepid sidekick and brother Luigi, so can we assume that it'll be a two player game to boot? Whatever happens, people will be falling over themselves to get shots of this, so as soon as anything concrete is released, you can expect to see it in CVG.





3 YOSHI'S ISLAND 64

Something of a surprise to the people who saw this, the newest version of *Yoshi* was the fact that it was 2D! But Nintendo have still managed a bit of graphical trickery as it pans in and out depending the action and what Yoshi is up to. There are a total of six different Yoshis to play as, each will have special abilities. For instance in *Mario World* when you had the Red Yoshi, it spat fire. It's these multi-coloured dinos that hold the key to game, as certain shades will be needed to get past certain levels. This looks lush, and promises to play just as well.



WHAT'S ALL THE FUSS ABOUT?

Many people feel that the potential in the N64 still hasn't been utilised yet. As more and more programmers get to grips with the tools and machine itself, the titles are improving. For a start you have possibly the greatest game of all time available in *Mario 64*. Next came *ISS 64*, the most realistic football game on any system. A reworked classic in *Lylat Wars* and the simply awesome *Goldeneye* are also up for grabs officially. Then you have the 64DD on the horizon, with games already in development for it and the following five titles available next year. The future is most definitely bright for Nintendo.



4 TUROK 2

Paved the way for third party licenses, *Turok* was the first decent game not to come out of Nintendo. The second game was confirmed almost as soon as the first touched down on these shores, but as yet no images have been released. We do know that the rumour suggesting it will be played looking through an over the shoulder view (*Tomb Raider*) is false, and it will retain the through-the-eyes-view of the original. We can also hope that the dinos manage to get into the city, and that Iguana can make it like the Lost World should have been. Fingers crossed.



5 CASTLEVANIA 3D

Konami's newest *Castlevania* could well turn out to be what PlayStation owners thought they would be getting. Again, the processing speed and power of the N64 becomes apparent as *Castlevania* gets the 3D treatment. Once again the Belmont family are at the centre of attention, and Dracula has reincarnated to reek some havoc. There are a load of new characters in the game, one of which Corler, is the first to carry a gun. The standard whip weapon is back, and this can now be used to swing across divides as in pitfall.

A LOVELY BUNDLE!

Well anything with *Mario* in it is OK, but they have been around for so long now that you should be looking for other stuff. Try keeping an eye out for a *Lylat Wars* and/or *Goldeneye* package or even *Diddy Kong*. If you can get two of those games in a pack, you're guaranteed good value. Sports fans should definitely get hold of *ISS 64* whatever the costs. Because of the severe competition from Sony, Nintendo should be knocking out some really cool bargains this Christmas so keep those pinkies peeled. They've already knocked a tenner off games. A machine price cut next perhaps?

With the added power of 3Dfx, the PC has become the most powerful machine on the market. If you have the money to spend on a top-of-the-range model, do so, you won't be left feeling disappointed.

FIVE GOLD RINGS

→ If you want a game that will amaze friends and family alike, then *Blade Runner* looks like the perfect candidate. It left us gobsmacked when we were treated to a video screening at ECTS, so who knows what's going to happen when the real thing arrives? Soiled pants perhaps?

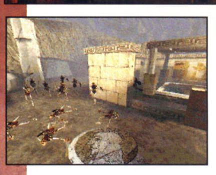






1 BLADE RUNNER

It made its debut at E3, and wowed punters even more at ECTS. The film was a huge success and has developed a cult following, and the game promises to be the same. It's the first realtime 3D game, which means stunning visuals to the non-technical out there. The AI on the game is also superb. In your quest to find the replicants, questioning the citizens too strongly in crowded areas causes other people to listen in and get suspicious. Word of mouth spreads and the replicants want to kill you to save themselves. Cool



2 DAIKATANA

It's John Romero's first game since he left id and it's the game he wanted *Quake* to be. Having created one of the most played games ever, he is hoping that *Daikatana* will follow in it's foot-steps. The game will take place through four different time zones, from Ancient Greece to 500 years in the future. Each will have varying weaponry. You also go through the game the first time with two sidekicks and once it's been completed, your partners become playable. This will increase lastability as you have practically three different games to play.



3 POPULOUS 3

The original god game returns to install that feeling of power into everyone. Again, the 3D effect has popped into the proceedings, as *Populous* is now all polygons and flashy effects. You can now rotate and zoom the camera into all positions and get right into the action, and spells like volcano now happen in realtime. In other words, the molten mass rises from the grounds before unloading the lava. All very flash you understand. All new spells, and terrains to play on, this could prove the be all and end all of god sims.



4 FORSAKEN

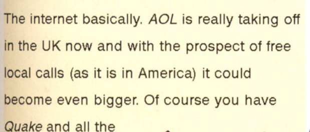
We don't want to harp on about corridor games too much, as the PC is overflowing with them. But occasionally one comes along that demands attention. *Forsaken* is one of them. Imagine the scenario of *Descent* but with stacks of weapons and all the addictive qualities of *Quake*. The levels won't be restrained to space either, with rumours of even flying and underwater levels. It's also coming out on N64 and PlayStation, so it has the potential to be one of Acclaim's biggest titles ever. This could be the one to knock *Quake* of its high horse!



5 SOCCER NATION

A football fan's heaven! That's the best way to describe *Soccer Nation*, the game that is set to revolutionise Internet gaming. This will be the first management game that you can play over the net. Potential Mr. Hoddles can log on and enter their team in a league. You compete with other players for transfers and swaps, just like a real manager! You can customise your own players as well, and train them up over seasons to make them into new superstars! *Nation* will have a huge lifespan to it – so as long as there is the Internet, there will be somebody playing around the globe.

WHAT'S ALL THE FUSS ABOUT?



The internet basically. *AOL* is really taking off in the UK now and with the prospect of free local calls (as it is in America) it could become even bigger. Of course you have *Quake* and all the various servers you can play on around the World, which are always a superb laugh to play. And you have the original versions of *C&C*, which were always meant for PC. Then there's the future. At first glance you have loads of corridor games, but dig a bit deeper and you'll find more than that. A hell of a lot more...

A LOVELY BUNDLE!

It's hard really to recommend any particular packages for the PC as there are so many to start with. Obviously money will dictate how much you're going to buy, so we'll have to assume that you've got a 3Dfx machine at least. If that's the case look for *Hexen 2*, *Quake 2* or *Grand Theft Auto* packages. Anything with those in it will be well worth a peek. Also, try and get Internet connection because *AOL* and *IRC* are a really good laugh and can often provide hours more entertainment than the best games. Expect a sky high phone bill for the first couple of months though!



FINAL FANTASY VII

1

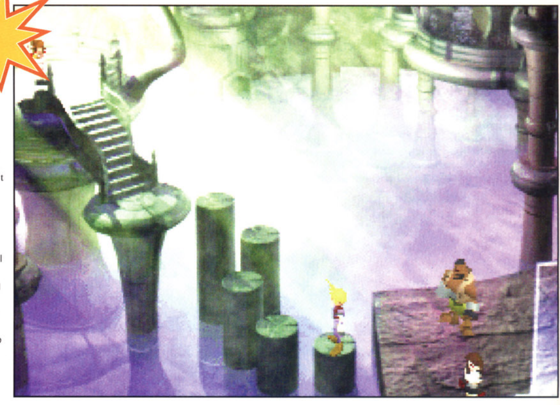
RPG	BY SQUARESOFT
NOV ISSUE REVIEW	1 PLAYER

- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £49.99
- STORAGE 3 CDS
- RELEASED BY SONY
- TEL: 0171 447 1600

This is the game that sold out PlayStations in Japan. And in a monumental display of brilliance, Sony Europe have managed to get it to the UK in time for Christmas.

Final Fantasy VII is a Role Playing Game (RPG). You adopt the role of a character on a quest to save the world. His abilities improve according to experience in battle. This translates as enhanced physical attributes, and an increasing selection of cool magic. These skills help to survive the dangers of a huge world, which can be explored at leisure. So long as your idea of leisure is fighting creatures from the back of oblivion, and solving planet-size problems. To increase your chances of success, other like-minded characters assist in the battles. Occasionally they help solve problems too. If you pay attention to what they're saying.

If you own a PlayStation you must own this game. Not least because *Final Fantasy VII* introduces an incredible new era of gaming. Adapting to the game's style takes no longer than winning the first few battles, and being tempted by the first threads of the magnificent plot. From then on you're hooked. Because *Final Fantasy VII* is like nothing you have ever experienced before. Three CDs containing sights and sounds previously unimaginable (and 70 hours of play!). Each connected by a thrilling storyline, brought to life with ingenious gameplay. The future of PlayStation is assured by this key to the future of games.









PARAPPA THE RAPPER

2

RHYTHM/ACTION GAME	BY SONY
SEPT ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY SONY
- TEL: 0171 447 1600

PaRappa is an all-new kind of PlayStation experience. A rhythm/ action game in which you have to rap to complete each level!

You control PaRappa, a young pup who wants to impress his lady. Only to do this he needs to become cool by learning kung-fu, getting a car, learning how to drive, how to cook and so on. To do this, he seeks out masters in their field and they teach him the ropes – through rap music. Each level is like an amazing cartoon with full 3D graphics, only the characters are paper-thin. Similar to the old *Simon Says* game, you have to match the rap of the master, by hitting the correct buttons. Get the raps right and you pass each test. Improve on them and you get the chance to freestyle rap on your own. Mess up though, and the music gets weirder and your master gets angrier.

PaRappa is excellent fun for anyone of any age. And the music – based on real old skool hip hop – is the coolest ever heard in a game. This game will, without a doubt, open doors to new forms of mass-appeal videogame entertainment. Its only fault is, at six levels, it's short and easy. But you will come back to it again and again. Oh yes.







TIME CRISIS

3

GUN GAME	BY SONY
NOV ISSUE REVIEW	1 PLAYER

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE 1 CD
- RELEASED BY SONY
- TEL: 0171 447 1600

If you want a shooting game for the PlayStation this is the one you must get. Hell, you must get this game anyway – it's fantastic!

Converted from the smash-hit arcade game by its original creators Namco, *Time Crisis* is a precision-tuned, super-thriling test of reflexes and accuracy. You play Richard Miller, hero-for-hire, who must rescue the President's daughter from an island fortress. Only you have to get to her by sundown, or she's going to be executed. That's the *Time Crisis*! Racing from checkpoint to checkpoint, you have to shoot everyone who gets in the way. What adds to the excitment is your ability to duck out of danger.

This is an excellent conversion of the original – looking, sounding and playing superbly. And the arcade feel is brought home perfectly thanks to the inclusion of Namco's own PlayStation light-gun – which matches the arcade for accuracy (there's a button for ducking, or you can step on a second pad). But, best of all, there's a completely new eight-level PlayStation game, which beats the arcade mode! An incredible package, perfect for a Christmas present and essential for your PlayStation.









4 MICRO MACHINES V3

MINIATURE RACING | BY CODEMASTERS
MAY ISSUE REVIEW | 1-8 PLAYERS

- 16-BIT PREDECESSORS AVAILABLE
- PC-CD VERSION PLANNED
- PRICE £34.99
- STORAGE 1 CD
- RELEASED BY CODIES
- TEL: 01926 814 132



The PlayStation follow-up to the unbeatable MegaDrive tabletop racing series is an awesome blend of classic gameplay and incredible 3D graphics. Based on the miniature Matchbox toys, you get to race them across school tables, kitchen floors, toilet rims and (in boats) across ponds. The ingenious over-sized courses have always been what makes *Micro Machines* so fun, together with the perfectly-tuned control system. This has been wisely retained, but now the stages look incredible, with tall 3D scenery swooping past. Add to this the all-new opportunity to find brilliant secret vehicles, which you can gamble against other players in some of the best multi-player modes ever, and *MMV3* must be bought! Ya hear!

5 INTERNATIONAL SUPERSTAR SOCCER PRO

FOOTBALL | BY KONAMI
APRIL ISSUE REVIEW | 1-4 PLAYERS

- 16-BIT & 32-BIT PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £39.99
- STORAGE 1 CD
- RELEASED BY KONAMI
- TEL: 01895 853 000



This is the best football game on the PlayStation. That's all you need to know to go out and buy it. But we'll explain why anyway. *ISS Pro* gives you the chance to use real pitch tactics in a videogame, the likes of which you've never had before. An awesome range of moves – overhead kicks, back-heels, chesting down, through balls, you name it. And all easily accessible through a brilliantly-designed control system. Couple this with superb computer-intelligence – both for players on your team and the opposition – and excellent motion-captured movement and this is the best football game on PlayStation. Like we told you!

6 RESIDENT EVIL: DIRECTORS CUT

SURVIVAL HORROR | BY CAPCOM
JAN '98 ISSUE REVIEW | 1 PLAYER

- PLAYSTATION ORIGINAL AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255



Capcom broke new ground in atmospheric videogames with the super-chilling *Resident Evil*. A game in which you controlled a Search and Rescue SWAT team member trapped in a huge mansion filled with the undead. Your mission: to find out where your team mates are, how this mess was started, and to get out alive! This is the same game in three varieties – the original format, an easy version and a hard mode with new costumes. Compared to the 'under £20' Platinum range original, it's probably not the most sensible purchase. Except it has an excellent 20-minute playable demo of what could be next year's biggest game – *Resident Evil 2*. Think about it.

7 STREET FIGHTER EX PLUS ALPHA



FIGHTING GAME | BY ARIKA
NOV ISSUE REVIEW | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255



When Capcom decided to take their bread-winning *Street Fighter* series into 3D territory, they knew exactly what they were doing – they kept the gameplay 2D and tuned it up. What has always made the *Street Fighter* games brilliant is the versatile range of combos. *EX Plus Alpha* has changed the timing of some of these (which may annoy some fans) but also allowed for loads more (which will please loads of fans). This is also the most accessible *Street Fighter* so far and it also has an excellent range of characters, with even more available through the best Training Mode ever. Whether you love 2D or 3D, there's no excuse not to love this *Street Fighter*.

8 RAGE RACER

RACING | BY NAMCO
JUNE ISSUE REVIEW | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £35.99
- STORAGE 1 CD
- RELEASED BY SONY
- TEL: 0171 447 1600



The best racing game on PlayStation (and possibly in the home) is the evolution of Namco's *Ridge Racer* arcade game into a brilliant customisable console game. Starting with a basic automobile, you can set its shell colours, emblazon your name across the windscreen and even draw your own logo for the bonnet. Now you get to race in tournaments for prize money. Allowing you to buy better cars and boost them to incredible levels (with spoilers and exhausts jutting out everywhere). As your car gets faster so does the opposition, to scream-inducing levels! Amazing graphics, thumping sounds and the sharpest gameplay you'll find. Not for the weak-hearted!

9 V-RALLY

RACING | BY INFOGRAMES
AUG ISSUE REVIEW | 1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY OCEAN
- TEL: 0161 832 6633



With *Rage Racer* topping our personal 'best racer' chart, what room is there for *V-Rally*? Plenty according to its smash-hit sales, all due to the fact that this is the PlayStation's 'real' racer. Eleven authentic team rally cars with front and four-wheel drive, over 40 worldwide courses (with multiple terrain of course) and the full-range of weather conditions make this a brilliant experience. And aside from the on-going one-player mode, you can face a human opponent in split-screen races. There are loads of PlayStation race games, but this is one of the few you must have.

10 TOMB RAIDER 2



3D PLATFORM | BY CORE DESIGN
DEC ISSUE REVIEW | 1 PLAYER

- PC-CD VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY CORE
- TEL: 01332 297797

Following the celebrity explosion of Lara Croft, this is possibly the most awaited videogame in the Western world. And it delivers. Thankfully Core didn't get carried away with the Lara Croft image and put their efforts into pushing the game-play even further. New weapons, new enemies, stunning lighting effects, new tactics, more danger, more suspense and even bigger levels! Lara can now crawl and climb, allowing her to access new kinds of areas – even having to use these tactics underwater. And with levels set in China, Tibet, Venice and the Atlantic Ocean, the stage scenery is epic. A brilliant and intelligent platformer.

11 CASTLEVANIA: SYMPHONY OF THE NIGHT

2D PLATFORM | BY KONAMI
NOV ISSUE REVIEW | 1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY KONAMI
- TEL: 01895 853 000



One of the most popular NES and Super NES platform series continues on PlayStation, and the results are more than worthy. *Symphony Of The Night* is an awesomely fiendish game. This time playing Dracula's son, Alucard, you have to penetrate the dreaded Castlevania and face him. Adding role-playing elements to the gameplay (with magic items, spells, earned special moves and extra weapons) this is basically one massive adventure level with an awesome surprise at the end! It might look like a 16-bit platformer, but there's so much going on only a 32-bit console could handle it. An understated essential PlayStation game!



SONIC R

1

RACING	BY TRAVELLERS TALES
DEC ISSUE REVIEW	1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £44.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620



Saturn owners have been waiting for a true Saturn *Sonic* game. A 3D upgrade of his adventures to rival *Mario 64*. This isn't that, however it is an excellent game and finally a celebrated return of the blue wonder to the homes of Sega fans!

Sonic R is a racing game. You choose from five characters – Sonic, Tails, Amy Rose, Dr Robotnik and Knuckles. Each has their own 'handling' and special abilities (Tails can fly, Knuckles can glide). Later on, extra Robo versions of the characters can be accessed. The five courses are all beautifully-realised 3D versions of classic *Sonic* themes – a forest island, a casino city, watery ruins, a factory future, and an emerald runway. And there are the trademark rings to collect as you race about. These add a new twist to the game. Depending on how many rings you collect, you can use super speed ups. Extra gates can also be opened, accessing new parts of the tracks. And you can run anywhere, leaping over the side-barriers to make new shortcuts or find bonus areas. In fact, you have to detour to get Chaos Emeralds, all of which reveal another ace secret (longtime *Sonic* fans ought to be able to guess what it is!!).

Although not programmed by Sonic Team, it's clearly had their close guidance. The look of the characters and levels, the graded gameplay and sound effects are all pure *Sonic*. If you have a Saturn and have been waiting for *Sonic*, this is your prize...







DUKE NUKEM 3D

2

CORRIDOR	BY LOBOTOMY
NOV ISSUE REVIEW	1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620

The PC '*Doom*-clone' that in many people's opinions tops *Quake*, finally comes to Saturn – in awesome style. The multi-player mode is missing, but then it was always the one-player game that made *Duke Nukem* so addicitve and that has been perfectly reproduced.



You play the Duke himself, a sleazy drawling bounty hunter who has to save Earth from aliens who've stolen our women – and it all takes place in high-paced gory fashion. Each of the levels is filled with superbly constructed set-pieces, from peep shows and filthy magazine shops, to the set of the Duke Nukem movie (complete with cardboard scenery of an earlier level). There's also a excellently cheesy sense of humour throughout – Duke can pay dancing girls to flash their breasts, to which he mutters "shake it baby!"



Saturn *Nukem* even has new lighting effects, with rockets and explosions illuminating the walls. A brilliant showcase of the machine's abilities. And to top it all, there's a hidden multiplayer game called *Death Tank* – which we've been playing non-stop in this office. In all, an essential Saturn title!



FIGHTERS MEGAMIX

3

FIGHTING	BY AM2
JUNE ISSUE REVIEW	1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OHTER VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620

The Saturn excels at fighting games, and *Fighters Megamix* is the number one choice to get – simply because it's been designed so clearly as the ultimate two-player beat 'em up!

Made by *Virtua Fighter* creators, AM2, it has over 32 fighters, including all eleven Virtua Fighters. Add to this the eleven fighters from another AM2 hit, *Fighting Vipers*, and it would seem you have two top arcade beat 'em ups in the ultimate crossover! The truth though, is that you're getting far more. There are TEN extra fighters that you earn by completing single player challenges. Stars from other AM2 games – *Virtua Fighter Kids*, Janet from *Virtua Cop*, and even the *Daytona* car! Better still, the Virtua Fighters have most of their *VF3* moves, and Janet plays near identically to Aoi from *VF3*!





With its over-flashy *Vipers* style combat (which is still dominant even in *VF* mode) it's a weaker fighting game than *VF2*. And the computer AI is embarrassing. But the multi-fighter mayhem makes it an everlasting two-player experience. And surely that's what fighting games are all about.





QUAKE

4



CORRIDOR | BY LOBOTOMY
DEC ISSUE REVIEW | 1 PLAYER

- PC-CD VERSION AVAILABLE
- PS & N64 VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620

The game that makes everyone want a high-spec PC, makes its next appearance on Saturn. This is Son Of *Doom* – an incredible 3D first-person game, in which you run around maze-like levels, gunning down a host of hellspawn taken straight from Lovecraft mythology. Done by 100% reliable coders, Lobotomy, the result is a masterpiece. It runs swiftly, and the graphics look close to the PC with added lighting effects. All the sounds (by Trent Reznor of Nine Inch nails) and splattery meat-ladened explosions are there. The only things missing (sadly) are the multiplayer mode and, of course, customising abilities. But for a saving of £900 you can't complain.

SATURN BOMBERMAN

5



ACTION PUZZLE | BY HUDSON SOFT
MAY ISSUE REVIEW | 1-10 PLAYERS

- PREQUEL VERSIONS AVAILABLE
- PS & N64 VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620

One of the greatest 16-bit multiplayer games ever finally comes to Saturn. Cleverly its makers Hudson Soft have left the simple-looking, simple-playing, but total addictive formula alone, really upgrading only one bit – the multiplayer mode! Based on the legendary *High Ten Bomberman* prototype (that previously was only playable at Hudson's Japan labs), up to ten players can choose from classic Hudson characters. The downside is you need a big TV to see what's going on, and two multi-taps with ten joypads. Otherwise, you still get the regular-sized five-player games. But then, they're still as good as multiplayer mayem gets!

MARVEL SUPER HEROES

6



FIGHTING | BY CAPCOM
DEC ISSUE REVIEW | 1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OHTER VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

More proof of the excellence of Saturn – a near spot-on conversion of Capcom's most ambitious beat 'em up. Like *X-Men* before it (also a cracking Saturn game), *MSH* licenses some of the hottest characters from the Marvel Universe (Spider-Man, Iron Man, Captain America, Dr Doom etc) and, using the Infinity Gems saga as an excuse, lets you fight them against each other. Taking the tried and trusted *Street Fighter* gameplay, you can perform super hero variations of fireballs, dragon punches and counters (finger lasers, spider-stings and the like). However, the 'powered-up' nature of the characters makes battles more 'luck-based'. It also makes them incredibly spectacular. An amazing experience!

KING OF FIGHTERS '96

7



FIGHTING | BY SNK
DEC ISSUE REVIEW | 1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD + CART
- RELEASED BY SEGA
- TEL: 0181 996 4620



In the arcades SNK's fighting games are recognised as the finest by the hardcore gamers. And in the home, only the Saturn caters for them. *King Of Fighters '96* is currently only available in Japan (with the new Sega RAM cart which also works with *Marvel Super Heroes*). However, Sega have released *King Of Fighters '95* over here, and both are spot-on conversions that are truly excellent. Although dedicated fans can tell you the differences, the bottom line is this – you get loads of charac-ters, the chance to edit them into excellent teams (for awesome multiplayer battles) and the gameplay is as skilled as it gets. If you want to master fighting games, and you know *Street Fighter*, it's time to learn *King Of Fighters*.

WORLDWIDE SOCCER '98

8



SOCCER | BY SEGA
JAN '98 ISSUE REVIEW | 1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OHTER VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD + CART
- RELEASED BY SEGA
- TEL: 0181 996 4620

Sega's have their own brand of soccer game and it's one of the best available on any console. This follow-up to last year's *Worldwide Soccer* is pretty much identical, except it now includes of all the British Premiership sides with real players. The graphics are excellent with superbly motion-captured players. The controls are easy to use, allowing you access a range of superb tricks, including over-head flicks, shimmys and jumping tackles. Definitely worth having, however if you can find last year's edition for around £20, we reckon you should get that instead. Aside from the Premiership teams, it just as good.

NIGHTS

9



SCORE ATTACK | BY SONIC TEAM
SEPT'96 ISSUE REVIEW | 1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED
- PRICE £39.99
- STORAGE 1 CD + CART
- RELEASED BY SEGA
- TEL: 0181 996 4620

The oldest game here, but *NiGHTS* is one of the best ever made. From the makers of *Sonic the Hedgehog*, *NiGHTS* is the closest we've seen to a proper *Sonic* game on Saturn (more than even *Sonic R*). Explaining it is difficult – you play *NiGHTS*, a creature who searches the dreams of two children to give them strength. In game terms, you fly him around incredible 'race courses' trying to collect balls to complete each stage before the time runs out. However, the real trick is collecting anything to make massive 'links' for awesome scores! Mesmerising living graphics, evolving sound, an enchanting main character, untouchable playability and a whole eco-system. Buy this, you'll want to show it to your future grandchildren...

STREET FIGHTER ALPHA 2

10



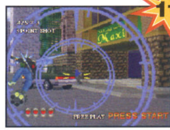
FIGHTING | BY CAPCOM
DEC '96 ISSUE REVIEW | 1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED
- PRICE £49.99
- STORAGE 1 CD + CART
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

Street Fighter has always been the greatest fighting series around. SF Alpha 2 is the best of the lot – and the Saturn has by far the best conversion. Eighteen characters, ranging from regulars like Ryu, Ken and Zangief, to blasts from the past such as Rolento from *Final Fight*, and awesome new fighters like Gen, a old man who can switch between styles. The *Street Fighter* gameplay has been pushed to incredible heights with super-quick Custom Combos joining the Super Combos and Alpha Counters. Plus, exclusive to the Saturn version is a 1-against-18 Survival Mode, three hidden characters (including original Chun Li) and over 100 pieces of *Street Fighter* art. An enviable reason for wanting a Saturn!

VIRTUA COP 2

11



GUN GAME | BY AM2
JAN ISSUE REVIEW | 1-2 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OHTER VERSION PLANNED
- PRICE £39.99
- STORAGE 1 CD + CART
- RELEASED BY VIRGIN
- TEL: 0171 996 4620

One of the Saturn's strongest assets is its library of awesome Sega arcade conversions. AM2's *Virtua Cop 2* is one such game. Three levels packed with Dirty Harry style shoot-out situations, from a jewellry store raid turn car chase, to a cruise ship hijack, to cubway train finale. Each one is aawesome set-piece with brilliantly tuned gameplay and different routes. Just make sure you get the Virtua Gun with the game – it's the best lightgun on the market. Unless you already got it with the original *Virtua Cop*, which is the only smarter gun game move you could make on Saturn!



GOLDENEYE

1

CORRIDOR GAME	BY RARE
NOV ISSUE REVIEW	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £49.99
- STORAGE CART+BACKUP
- RELEASED BY THE
- TEL: 01703 653377

The hottest game for the Nintendo 64 this Christmas has taken so long to make, it's a year old James Bond license. But with 007 back on the job this Christmas, we're all Bond bonkers anyway – and *Goldeneye* is gob-smackingly brilliant.

It's exactly what you'd want from a Bond game. The chance to play the suavest secret agent ever, through his eyes, on covert missions. Fans of the film will recognise the stages – the bungee-jump off the dam, the facility where you meet 006, you even get to drive a tank. There's a excellent selection of weapons, from Bond's trademark Walther PPK (with silencer), to a KF7 Soviet machine gun. Shooting people willy-nilly though, isn't what it's all about. The computer-intelligence is very clever, and you'll have the whole army gunning you down. Silenced shots to the head take out guards, hit them in the legs and they stagger. Hit their comrades and they run off for help! Harmless scientists sometimes turn on you if you try killing them too. On top of all this, they all have textured-mapped faces, including the main characters. So 006 is Sean Bean, Valentin is Robbie Coltrane and Xenia Onatopp is Famke Janssen.

Goldeneye looks incredible and the gameplay has a thrilling edge to it. Plus there's a brilliant four-player deathmatch mode, where you can play as classic henchmen like Oddjob or Jaws, and even use the one-shot-kills Golden Gun. One you must own!









LYLAT WARS

2

SHOOT 'EM UP	BY NINTENDO
NOV ISSUE REVIEW	1-4 PLAYERS

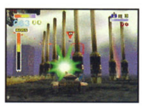
- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE
- TEL: 01703 653377

S*tarwing* revolutionised 16-bit gaming when it appeared on Super NES, with the Super FX chip powering its 3D graphics. This long-awaited sequel manages to do the same again, even in today's 3D hardened gaming arena.

Thankfully Nintendo have taken the right approach to *Lylat Wars*. The gameplay is nearly identical to *Starwing*'s. You fly your Arwing fighter through a mix of computer-guided routes and 360° areas, destroying enemy ships and ground-vehicles. With you are wingmen Slippy Frog, Peppy Hare and Falco, who communicate throughout, adding a Star Wars type atmosphere. Sometimes you even have to save their butts. *Lylat Wars* features some epic missions. The most impressive featuring a massive ID4-style with swarms of fighters spilling out of it.

It's challenging too, with different routes and fantastic-looking warp levels. Plus there's a super-addictive four-player battle mode. To top it off, you get the Rumble Pak (which vibrates the joypad simulating thrusters and explosions). Perfect for Christmas, and for life too!







INTERNATIONAL SUPERSTAR SOCCER 64

3

FOOTBALL	BY KONAMI
JUNE ISSUE REVIEW	1-4 PLAYERS

- 16 & 32-BIT PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED

- PRICE £59.99
- STORAGE CARTRIDGE
- RELEASED BY KONAMI
- TEL: 01985 853000

Among the many soccer games out there, the N64 has two. *FIFA 64*, which has to rate as one of the worst, and *ISS 64*, which is possibly the best, alongside its PlayStation brother.

What makes *ISS64* shine beyond even the PlayStation *ISS Pro*, is its awesome graphics. The motion-captured players (while a bit blurry) move with amazing realism. They look toward the box before crossing, stagger after being shoulder barged, even pull the ball from the back of the net while looking dejected. It's not like this animation slows the responsiveness either. There's an amazing amount of moves, from overhead flicks and dummies, to humiliating the opposition by playfully keeping the ball up. with the analogue control too, you can swivel your players about with perfect precision.

There are a few minor faults, mainly that you can slip some cheesy goal scoring techniques in. All-in - all though, the computer's artificial intelligence is very impressive, providing some super-realistic pitch situations. Superb fun with four-players too. Make sure you get this, not *FIFA*!







TUROK:DINOSAUR HUNTER

4

3D ACTION	BY IGUANA
MARCH ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE CARTRIDGE
- PRICE £69.99
- RELEASED BY ACCLAIM
- TEL: 0171 344 5000



The kind of game you buy an N64 for. A massive 3D adventure, packed with super-realistic animation and the kind of opposition not possible on any other home machine – dinosaurs! You lead Turok around canyon/ jungle realms searching for keys to lead him through warp gates. While primarily explorational, the action and atmosphere is truly over the top. Awesome weapons, from a gun like Arnie's in Eraser, to Nuke cannons. Humans that you can shoot in the spurting jugular, as they stagger in shock. And full-size, terrifying, giant lizards! The analogue stick gives the game a unique sense of freedom, and the size of the game will keep you hooked. A Grade A N64 game.

DIDDY KONG RACING

5

RACING	BY RARE
DEC ISSUE REVIEW	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- PRICE £59.99
- STORAGE CARTRIDGE
- RELEASED BY THE GAMES
- TEL: 01703 653377



An awesome game indeed – *Diddy Kong Racing* is everything *Mario Kart 64* should have been. Featuring Rare's classic game characters and a few new ones, it has all of the hallmarks that made SNES *Mario Kart* such a classic. With vehicles such as a kart, hover-dinghy and plane, there are over twenty levels to race through, and four bosses. Then you have the variations on normal racing, with the TT challenge, the Trophy Challenge, the Silver Coin Challenge and of course the standard four-player mode. And Rare have done their usual trick and added a ton of secret stuff to find. If that doesn't excite you, nothing will!

BLAST CORPS

6

ACTION	BY RARE
AUG ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £69.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



An excellent game concept that became a totally adddictive game! A truck carrying a nuclear explosive is out of control and on the run. If it hits any buildings it''ll explode with devastating results. You're job is to clear a path ahead of it, with any means at your disposal. The keyword – destruction! From bulldozers to dump trucks, to police cars, trains, the A-Team van and even a giant robot – you have to desperately work out the best method as the truck trundles ever on. Over 70 levels with hidden bonuses and a great surprise at the end, make this original, addicitve and destructively satisfying.

MARIO KART 64

7



RACING	BY NINTENDO
JULY ISSUE REVIEW	1-4 PLAYERS

- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



The follow-up to one of the greatest games ever, *Super Mario Kart*, comes to Nintendo 64. In some ways it evolves *Mario Kart* in the way you'd expect from the 64-bit machine. The levels are lavish 3D affairs, the weapons are powered-up and more varied, and the analogue steering adds to the gameplay. *Mario Kart* is top-fun, with four-player racing and even better, four-player battles. However, in comparison to the Super NES masterpiece, it pales: in level design, driving precision, enemy AI, even presentation. May disappoint some, but should please most! Just don't take it too seriously.

MARIO 64

8

3D ACTION	BY NINTENDO
MARCH ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



The game that broke the Nintendo 64 to the World and showed without a doubt, that it was beyond any other machine. Since then, awe in N64's abilities have faded, but awe at *Mario 64* hasn't. It's still as incredible. Guiding Mario around amazing 3D puzzle-filled worlds, accessed by paintings in a giant castle, you face ingenious puzzles, stunning creatures and mesmerising surroundings. The feeling of entering a huge and fantastical world in your TV is totally convincing and utterly absorbing. There is no experience like it. This is the one game you must own with your N64.

STAR WARS: SHADOWS OF THE EMPIRE

9

3D SHOOT 'EM UP	BY LUCASARTS
MARCH ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



Released when Star Wars fever had reached the max, this game flew off the shelves. Perhaps not as great as the hype wave had made it seem, but *Shadows* is still a deservedly entertaining game. You play Dash Rendar, an old pal of Han Solo's (with a similar ship) who must battle to defeat an evil overlord. From *Doom*-style planet levels (on Hoth and Coruscant), to flying levels (in an asteroid field and against AT-ATs on Hoth), to 3D speeder bike sections, the game has all those Star Wars elements you'd want. Seperately, they're slightly crude, but together they make a rewarding and addictive experience.

PILOT WINGS

10

AERIEL SPORTS	BY NINTENDO
MARCH ISSUE REVIEW	1 PLAYERS

- SNES VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



One of the N64's launch titles, this update of the Super NES's fun flight simulator is an excellent showcase of the machine's majestic abilities. Taking on rocket packs, gliders, gyrocopters, jumble hopper boots, parachutes, and even birdman wings, you face tons of clever challenges. From flying through hoops or shooting targets, to taking photos of landmarks and bouncing giant balls, it's always interesting, sometimes action-packed, but always jaw-dropping. The landscapes look like state-of-the-art military simulator graphics, with the islands stretching away. Lacks some of the SNES versions charm, but this is pure Nintendo 64 power.

WAVE RACE 64

11

JET SKI	BY NINTENDO
JUNE ISSUE REVIEW	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £59.99
- STORAGE CART+BACKUP
- RELEASED BY THE GAMES
- TEL: 01703 653377



The Nintendo 64's first race game started a whole revolution both in the arcades and on other consoles. Suddenly everyone wanted water-racing games. But you'll find *Wave Race* is still the most impressive. It's the water dynamics that put it ahead of the competition. Only N64 could do a rolling shifting waterscape like this in the home (although a coin-op should, but hasn't, matched it). The nine courses are very clever and look superb. The riders are excellently animated and the presentation is cooool. Excellent fun as a one-player championship, but lacks a two-player edge. Uniquely brilliant though.



DUNGEON KEEPER

1

GOD GAME	BY BULLFROG
JULY ISSUE REVIEW	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED

- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY EA
- TEL: 01753 549 442

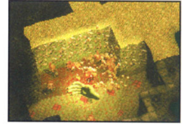
The best games give you the chance to explore your fantasies. And *Dungeon Keeper* is among the best of the best, fulfilling nothing less than the fantasy of wielding ultimate power over grovelling minions.

You are the Dungeon Keeper. Ruler over your subterranean realm. To start with your realm is nothing more than a dungeon heart filled with a couple of trusty imps. Using your 'evil hand' pointer you can highlight seams of gold which they start mining. This is the currency of all evil minions. Set up a treasury to store it, a lair for your creatures, a hatchery for food, and you've got your personal eco-system. Now add an entrance to draw in other creatures. All manner of beasties can be drawn to your fold, providing you give them what they want. Wizards want libraries, vampries want graveyards. In return they provide you with new things – spells, defences (doors, boulder traps, gas attacks), new rooms (torturechambers). And so you grow until hapless heroes try to break in. Or other Dungeon Masters decide they want your kingdom too.

Dungeon Keeper also lets you enter any of your minions and run around your dungeon. You can even play totally from this first-person view. It's this factor that makes you realise how incredible the AI of every creature is, as they fight, work and skive off. And how amazing the (initially unappealing) graphics actually are, as hundred of sprites move around 3D chambers, as torchlights flicker off the walls. One pure reason to own a PC!









HEXEN 2

2

ROLE-PLAYING	BY RAVEN
NOV ISSUE REVIEW	1-8 PLAYERS

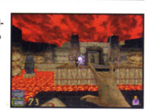
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED

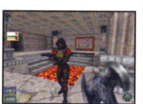
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY ACTIVISION
- TEL: 01895 456 700

Powered by the *Doom* game engine, the original *Hexen* gave you the chance to enter into epic sword and sorcery adventure. Now *Hexen 2* ups the stakes using the awesome *Quake* engine. The result is phenomenal.

More of a role-playing game than corridor shoot 'em up, you (and seven others, should thou wish) can take on the roles of either a paladin, assassin, crusader or necromancer, to embark on a quest through the world of Thyrion to defeat the evil Eidolon... and his Four Horsemen of the Apocalypse! It's all the usual RPG stuff, but in realtime first-person brilliance. Collecting artifacts powers up your mysitc weapons. And there's no cruddy stastic-based battles. Just blow away anything you see. Experience points are gained, granting you new abilities – ie. spells for wizards, or invisibility for thieves. And there's loads of exploration and puzzle-solving.

The gameplay is very different in style to *Quake*'s, being more cerebral. However, the enjoyment is the same. An excellent, engrossing adventure game, which is even better with a networked band of heroes.







GRAND THEFT AUTO

3

CRIME GAME	BY DMA
DEC ISSUE REVIEW	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED

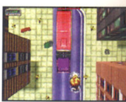
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY BMG
- TEL: 0171 384 7500

Games are bad for you, that's what moral concern groups reckon. If they'd played *Grand Theft Auto*, they'd physically vomit at the badness of it. A game in which you steal cars, commit crimes and kill people. It's the pimp behind the wheels!

Grand Theft Auto's concept is amazingly simple. You're a small time hood in a big city, and you've got to make money to get out. There are 200 missions set over three cities – Liberty, San Andreas and Vice City, respresenting New York, San Francisco and Miami respectively. Viewed from above, you start off stealing a car (popping its dumb-ass driver in the head). Now you can race anywhere. The slow route to riches is by mowing down civilians, and selling your vehicle. This attracts the cops who set up roadblocks and eventually take you down. The alternative is working for the mob – running 'gear', knocking off crooked cops, etc.

It's the freedom that makes *GTA* so ace. You can steal any vehicle, kill anyone, do anything you goddamn please. And you have great fun through it all!









QUAKE 2

4



CORRIDOR	BY ID SOFTWARE
REVIEW SOON	1-32 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY ACTIVISION
- TEL: 01895 456 700

We reckon *Quake* is the best game in the World. Now it's about to be replaced – with *Quake 2*. The sequel to the ground-breaking original promises more on all accounts. The incredible 3D graphics have been restyled to adopt a more futuristic, cyborg feel. And there are new coloured lighting effects unlike any we've seen before. All new weapons abound, including Aliens-style pulse rifles and an Eraser-style vapour cannon. When hitting enemies you can now see their bloody wounds. And with all the hard work making the engine done with the original game, id have had more time crafting the one-player game. The only real weak spot before. Add to this, new Quakeworld abilities and this game will run and run...

COMMAND & CONQUER: RED ALERT

5



BATTLE STRATEGY	BY WESTWOOD
FEB ISSUE REVIEW	1-4 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 2 CD
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

While these battle/ resource games are all over the place now, let's not forget it was *Command & Conquer* and this follow-up that started the whole craze off. The thing that sets *Red Alert* apart from weaker alternatives, is the scenario. It's a realistic war game with imrpessive military hardware. In single-player the story follows that Hitler didn't exist and the Russian's and Allies have been fighting ever since, thus allowing for decades of hardened weaponry to evolve. In multiplayer though, it really comes into its own. Building war factories, developing nukes, sending your tanks against enemy Tesla shields, or using a spy to enter other player's bases. It's as cunning challenge and as awesome as games get!

CHAMPIONSHIP MANAGER 2: 97/98

6



FOOTY MANAGEMENT	BY EIDOS
UNREVIEWED	1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY EIDOS
- TEL: 0181 636 3239

Football management games are eternally popular and this is recognised as the best of the lot. Although the *97/98* pack is labelled as an add-on, it's a self-contained game allowing you to control the most up-to-date teams and player set-ups. This is as realistic as you could imagine team management could be. It's so detailed. There's infiinite ways you can set up your formations, including the Christmas tree variation. And your players suffer from so many real problems – injury and fear. Faced with a good opposition, their abilities can plummet. You can also get lumbered with dirty players, continually fouling. Hell, you can even be sacked and look for new vacancies as the game continues! Top stuff!

X-WING VS TIE-FIGHTER

7



STAR WARS SIM	BY LUCASARTS
JUNE ISSUE REVIEW	1-8 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 2 CDs
- RELEASED BY VIRGIN
- TEL: 0171 368 2255

Everyone would love the chance to pilot a space fighter in the Star Wars Universe. Lucas gave PC owners a chance previously with *X-Wing* and then *TIE Fighter*. This is the culmination of the two, where you can finally set yourselves up in multiplayer squadrons and face real human foes, for Rebel vs Empire battles. Unlike the previous two, the presentation is spartan and there's no involving plot. This is far more of a network game, but in that respect, it is brilliant. A range of one-on-one, deathmatch and full-on space saga scenarios are available. The graphics too, are as impressive as you could hope to see right now, especially with the new 3DFX version. Definitely recommended for network or modem players.

AGE OF EMPIRES

8



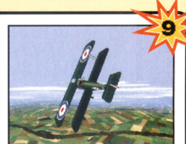
STRATEGY	BY ENSEMBLE
REVIEW SOON	1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY MICROSOFT
- TEL:

Another *C&C* clone? Perhaps, but this time the battle ground is history itself. Again you control a group of units, gather resources, fight battles, research new technologies, and try to win the game, but this time it's over periods of centuries, not turns. You control one of twelve civilizations, each with its own technological advantages. *Age of Empires* uses 3D terrain, meaning height affects movement speed. There are campaigns based on fact and mythology too. Take control of Alexander the Great or Jason and the Argonauts. Special mention must go to the various death animations, as horses rear back and throw their riders, elephants get toppled, chariots upended and bodies get tossed all over the screen.

FLYING CORPS

9



FLIGHT SIM	BY ENTERTAINMENT
APRIL ISSUE REVIEW	1 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY EMPIRE
- TEL: 0181 343 7337

Flying Corps is a realistic simulation of air combat, set during World War One. Due to the basic nature of the craft, controls are relatively simple. Engaging in combat is where the real skill is involved, and keeping Von Richthofen off your tail. Basic training gets the beginners airborne and barn-storming in no time. The game really comes alive in the campaign sections. Here the player gets the chance to rewrite history by taking part in the Great War's more famous moments. The graphcis are very realistic, with the aircraft supposedly handling just like the real thing. The game comes packaged with terrain maps and a complete replica pilots manual! For flight-sim enthusaists this games seems heaven sent. Amazing!

STARCRAFT

10





STRATEGY	BY BLIZZARD
NOT REVIEWED	1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY CUC
- TEL: 01189 209100

Yes, another battle strategy game. This time from the makers of the hugely successful *Warcraft*, and this time set in space for ultimate cosmic warfare. There are three races to choose from – the humans, of course, in the form of the Terrains; the Zergs, which biologically hatches new technologies; and the Protoss, a super-advanced race with awesome technology. Fans *of Warcraft* will be familiar with the gameplay, but get to use all new space-age vehicles and weapons. And of course, the terrain is, more often than not, the infinite void of space!

TOMB RAIDER 2

11



3D PLATFROM	BY CORE
DEC ISSUE REVIEW	1 PLAYERS

- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- PRICE £29.99
- STORAGE 1 CD
- RELEASED BY CORE
- TEL: 01332 297797

There's a number of reasons PC owners should reoice at having this game. Number 1, this is only machine except PlayStation that's ever going to get it. Number 2, it's totally brilliant. And Number 3, it looks even better on PC if you have 3DFX. All the awesome features, levels and animation of PlayStation Tomb Raider 2 are here (read about it earlier in this guide), which means you're getting one of the best 3D platform games in existence. 3DFX owners though, get added lighting effects, awesome translucency on the water and brilliantly smooth textures, matching the boastful *Mario 64* at its own flashy game. Excellent stuff!

STOCKING THRILLERS...

TWENTY COSMIC GAMES FOR UNDER TWENTY EARTH POUNDS

Are you looking for bargain games this Christmas? Well look no further. Here is CVG's selection of the best of the budget racks appearing now in a store near you. A word of note, prices vary from shop to shop, and so many more bargains are out there. Certain stores at the moment are doing special deals on Saturn software, with some top games going for under £20, unfortunately we couldn't include these in our selection as they aren't the official Sega price. Still, keep 'em peeled and the bargains will appear before your very eyes.

MONKEY ISLAND 1 & 2

BY WHITE LABEL
PRICE £14.99
FORMAT PC CD-ROM

They may be getting on a bit, but the first two *MI* games are still among the best point-and-click adventures around. There's no fancy sampled speech or multiple game paths, just solid storytelling and jokes that are FUNNY. The puzzles are a mix of obvious and absurd, with plenty to keep you occupied for a fair while after purchase.



RIDGE RACER REVOLUTION

BY PLATINUM SONY
PRICE £19.99
FORMAT PLAYSTATION

You want racing at a cheap price? Go get this. It may not look better than *Rage Racer*, but for Namco fans this is a must. Lots of cars make up for the lack of tracks and there's some very cool secrets including the brilliant buggy mode. It even handles better than the original. What more do you want?



QUAKE

BY GT INTERACTIVE REPLAY
PRICE £14.99
FORMAT PC CD-ROM

The undisputed king of the corridor shooters, now at a stupid fresh price. It's not the best one-player game in the world, but as a multiplayer blast it's unsurpassable. It's the ability to change nearly every aspect of the game if you wish, (but you'll need to know your way around a PC to do this), that makes the game such a classic. We still play it to death in the offices, and so should you.



BUST A MOVE 2

BY PLATINUM ACCLAIM
PRICE £19.99
FORMAT PLAYSTATION

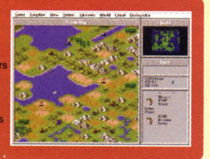
Simply the best puzzle game for the PlayStation. Two players can battle each other, in this fast-moving bubble-busting challenge. The aim is to clear your side of the screen of all the bubbles. Of course it's a lot harder than it sounds. Cute graphics, sweet sounds and lots of different modes to come back to. And girls love it too!



CIVILISATION 2

BY MICROPROSE PINNACLE
PRICE £19.99
FORMAT PC CD-ROM

Build an empire, and plan its survival through history. It sounds simple, but believe us it isn't. Send out explorers and diplomats, forge political ties or start wars. Starting in 4000 BC the aim is to keep your civilisation going until the 21st Century and the colonisation of the stars. The instruction book is huge, but the rewards are great. One of the most addictive games in existence.



WORMS/WORMS REINFORCEMENTS

BY PLATINUM/POWER PLUS OCEAN
PRICE £19.99
FORMAT PS & PC-CD ROM

Not everyone's cup of tea, but *Worms* can still be pretty fun. Up to four players battle it out, with the aim to be the last one standing. Lots of weapons and different tactics can be used to give you an edge, but to win you need skill and a little luck. The PC version comes complete with the reinforcements add-on-pack, which offers new weapons and speech.



INTERNATIONAL TRACK & FIELD

BY PLATINUM KONAMI
PRICE £19.99
FORMAT PLAYSTATION

If you've got a gang of bored friends, a multi-tap and four pads, you need this game. Battle it out over eleven tough athletic events, where four compete but only three can make it onto the winners podium. There are records galore to be broken, and a few surprises too. A great multiplayer game, and a steal at this price.



CHAMPIONSHIP MANAGER 2

BY EIDOS-KIXX
PRICE £12.99
FORMAT PC CD-ROM

The best football management game around. It may be revamped every year with updated season stats, but essentially you're still getting the same game. Choose a team, pick the players and go for glory. Do well enough and you can manage the national squad, mess up and you're out of work. A great simulation, with real fun to be had on the transfer market.



RESIDENT EVIL

BY PLATINUM VIRGIN
PRICE £19.99
FORMAT PLAYSTATION

If you haven't got the survival horror classic yet you must be mad. Investigate the bizarre goings-on in the mysterious mansion. Prepare to poop your pants, with the shock-around-every-corner gameplay, and the hordes of zombies that are just begging to be shot in the head. Not for the weak-hearted, but a real classic.

DUKE NUKEM 3D

BY EIDOS-KIXX
PRICE £12.99
FORMAT PC CD-ROM

One of the games console owners are salivating over this Christmas is of course Mr *Nukem*, but then PC owners have had the opportunity for ages - hence this silly price. *Duke* may have been passed in the corridor shooter stakes in terms of looks, but none can match its gameplay. If you like shooting, corridors and adult humour, this is your game.





DAY OF THE TENTACLE/ SAM & MAX HIT THE ROAD

BY WHITE LABEL DOUBLE
PRICE £14.99
FORMAT PC CD-ROM

Another two top point-and-click adventures to prove LucasArts' authority on the genre. *Tentacle* is the superior sequel to *Maniac Mansion*, and really has some of the best puzzles to be seen in any game. *Sam & Max* is just oddball, and it knows it. The humour is off-the-wall and full of in-jokes. The game is really good too. A better double bill, would be hard to find.



FLIGHT UNLIMITED

BY WHITE LABEL
PRICE £9.99
FORMAT PC CD-ROM

The flight simulator others have been trying to compete with since its release. Only earlier this year have they managed to catch up, hence the imminent *Unlimited '98*. In it's day this was revolutionary, and is still a joy to play. The graphics are very realistic, and the flight dynamics are panic-inducing as you take to the skies in a variety of aircraft, performing amazing hair-raising stunts.



FADE TO BLACK

BY PLATINUM
PRICE £19.99
FORMAT PLAYSTATION

The sequel to *Flashback* brings the classic Megadrive adventure into a new 3D world. A forerunner to *Tomb Raider*, but here the setting is futuristic, with a lot more to shoot. The game is vast and varied, with plenty of puzzles and nice presentation. The best bit, of course, is the different ways you can die.



FI GRAND PRIX 2

BY MICRO PROSE
PRICE £19.99
FORMAT PC CD-ROM

Not a racing game as such, more a simulation. Take part in the now dated 1994 Formula 1 season, and speed around the real circuits. Incredibly detailed, and realistic - more so than *F1 97* on the PlayStation. Graphically though it's not as detailed as the latter game, but don't be put off. If you want F1 realism, this is the game.



TAMAGOTCHI



BY BANDAI
PRICE £11.99
FORMAT KEY RING

The virtual pet that was the cause of a gaming craze, tabloid hysteria and the resurgence of Bandai's fortunes. The object is to keep your virtual pet alive, or if you're feeling nasty - to try and kill it. Good fun for a while, and if you haven't got one - where have you been? Like *Tetris* and *Bomberman*, this also has the hold keys function.



TIE FIGHTER

BY WHITE LABEL
PRICE £14.99
FORMAT PC CD-ROM

Space combat based on the behemoth of movie licenses. Prove your worth to The Empire by progressing through the ranks, thwarting the Rebel scum. Battle in a number of TIE craft, where the action is varied and intense. Dramatic cut-scenes add to the atmosphere, giving a real sense of achievement. A much better single player game than this year's *X-Wing Vs. TIE Fighter*.



ALIEN TRILOGY

BY PLATINUM ACCLAIM
PRICE £19.99
FORMAT PLAYSTATION

A simple idea for a great game. A corridor shooter based on the first three Alien movies. All the creatures are here: face huggers, soldiers and of course the queen. Look out for acid blood, search for survivors and clear each level of the Aliens. The creatures may not act like they do in the film, but this is still a good blast.



TETRIS JUNIOR

BY IMPORTERS
PRICE £14.99
FORMAT KEY RING

You may be able to pick up a second-hand Game Boy with *Tetris* for not much more, but for gaming on the go, this is great. Featuring eight different modes of play, this is essential, even for *Tetris* grand masters. You may need small fingers to play it, but we're all for miniaturisation. It even holds your keys!



BOMBERMAN

BY IMPORTERS
PRICE £15
FORMAT KEY RING

Bomberman is among the greatest game heroes of all time, and nearly all *Bomberman* games have been works of brilliance. This brand new mini version, comes from *B-man* creators Hudson Soft themselves. The usual thrills can be found, including lots of levels and even large bosses. Complete with the familiar *Bomberman* music this is a heavyweight among key-ring games.



INDIANA JONES & THE LAST CRUSADE /& THE FATE OF ATLANTIS

BY WHITE LABEL DOUBLE
PRICE £14.99
FORMAT PC CD-ROM

Two more point-and-click adventures from the maestros at LucasArts. Take control of the man with the brown fedora. *Last Crusade* follows the plot of the film too closely to be exciting, but *Fate of Atlantis* is a different matter. An all new Indy adventure, complete with love interest, and of course the Germans. It even offers multiple path routes for extra replay value. Dear LucasArts, can we please have another Indy game soon?



DEAR SANTA...

You've got your games machine, and now you need some extras to enhance your gaming. Here's a selection of what's available on all the main formats this Christmas, as well as all sorts of games-related goodies which you can get your hands on. Look carefully – this guide will be invaluable when writing your letter to Santa.



ATARI SHIRT

£9.99

Featuring the excellent original Atari logo in shiny silver. The best Atari-related thing for the last 10 years.



WIPEOUT 2097 SOUNDTRACK

Lots of tracks by top dance artists from the game, plus some extra tracks including a few from the first *WipEout*. The biggest downer is that Firestarter is the in-game instrumental version which is incredibly boring when you're not racing.



5/5

TOP GEAR STEERING WHEEL

SYSTEM: SATURN, PLAYSTATION, NINTENDO 64
BY: LOGIC 3
PRICE: £69.99
CONTACT: 0181 902 2211

You can tell that the *Top Gear* is quality straight away. It looks excellent, it's solid and the steering wheel's got a mock-leather grip for heaven's sake. As well as pedals, it has a gearstick to add to the feeling of driving. Fantastic, and not overly-expensive!

VIDEOS

These should be easy enough to find. *Double Dragon* is also available on rental only, but we wouldn't advise watching it. It's really, really bad.

STREET FIGHTER (Cert 12)

Starring Jean-Claude Van Damme, Raul Julia and Kylie Minogue. Cheesy acting, cheesy plot, cheesy everything which makes it kind of funny. Worth a laugh, especially at Carlos Blanka. Ha ha.

MORTAL KOMBAT (Cert 15)

Starring Christopher Lambert. The plot is ripped off from loads of martial arts movies, and is as corny as they come. Most of the movie is intensely boring, but it's worth watching for the Scorpion/Johnny Cage and Liu Kang/Reptile fights. And to laugh at the terrible Goro monster.



4/5

PUMP ACTION GUN

SYSTEM: SATURN, PLAYSTATION
BY: ACCESS LINE
PRICE: £29.99
CONTACT: www.guillemot.com/uk/

The main novelty of this gun is that you can reload by pumping the front of it like a shotgun if you want. The gun itself is very accurate and fast, and the autofire and auto reload modes work brilliantly. Definitely one of the best guns you can get.



YOSHI COOKIES

The food of the game! Very hard to get hold of (you'll need to try proper Japanese shops like those in the Yaohan Plaza in Colindale). They cost around £1.70 a box and are very tasty indeed. Made with real Yoshi dinosaur eggs.





V3 RACING WHEEL

3/5

SYSTEM: NINTENDO 64
BY: INTERACT
PRICE: £79.99
CONTACT: www.interactacc.com

Comes with a set of decent foot-pedals and the ability to reconfigure any button any way you want. The Nintendo 64 doesn't have enough good driving games to make the V3 essential, but it's fun if you've got the money.

ERAZER LIGHT GUN

2/5

SYSTEM: PLAYSTATION, SATURN
BY: FIRE
PRICE: £29.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

Shaped like an Uzi, the *Erazer* certainly looks cool. It also has a recoil feature, though when playing it basically just means that the gun rattles and clicks REALLY LOUDLY! It works with *Time Crisis* as well, though it doesn't fire rapidly as you'd expect from the noise it makes. An interesting novelty rather than a brilliant gun.

PLAYSTATION ANALOGUE PAD

5/5

SYSTEM: PLAYSTATION
BY: SONY
PRICE: £29.99
CONTACT: 0171 447 1600

The original Japanese version shook and rumbled with certain games, but this has been removed for the UK pad. We don't recommend buying Japanese import versions for the rumble, as they've been known to blow up UK PlayStations. The pad has all the features of the standard Sony PlayStation pad, only with the extra two analogue sticks. Driving games and flight sims work especially well with the analogue sticks. A great pad.

PREDATOR

2/5

SYSTEM: SATURN, PLAYSTATION
BY: LOGIC 3
PRICE: £29.99
CONTACT: 0181 902 2211

The Predator is an impressive looking gun, with red lights along the side which flash as you play. The trigger moves too far, so it's hard to shoot quickly and the thing itself is too heavy. It's also not always 100% accurate which will ruin any gun game.

SPACE INVADERS SHIRT

£5.99

The name of the classic game on blue. Not very exciting, but cool in a sort of not-cool retro way. And it's nice and cheap.

PS ARCADE STICK

SYSTEM: PLAYSTATION
BY: INTERACT
PRICE: £44.99
CONTACT: www.interact-acc.com



The *PS Arcade* has a solid heavy base which is just the right shape for resting your right hand comfortably while playing. The microswitched stick (the loud clicky style) is accurate and tough enough to put up with most people's stick techniques. The eight buttons work well and have a decent autofire option if you want. Excellent for arcade fighting games.

PROGRAM PAD

SYSTEM: PLAYSTATION
BY: INTERACT
PRICE: £29.99
CONTACT: www.interact-acc.com

The see-through casing makes the *Interact Program Pad* look pretty uncool, but it works perfectly – especially with fighting games. The button layout is more arcadey and the D-pad itself is very accurate. The program feature works well, letting you put special moves onto a single button (as long as you remember to program the diagonals). Definitely one of the best third-party pads you can buy.

5/5

SHARKPAD PRO 64

SYSTEM: NINTENDO 64
BY: INTERACT
PRICE: £29.99
CONTACT: www.interact-acc.com

As with most N64 pads, the *SharkPad Pro* looks like a jellyfish. The C-buttons are bigger than the standard Nintendo pad, making it better for fighting games, but in analogue mode it's not so good. The Z-trigger is an awkward shape and the pad design means that it isn't comfortable to use.

3/5

ARCADE SHARK

SYSTEM: NINTENDO 64
BY: INTERACT
PRICE: £49.99
CONTACT: www.interact-acc.com

The *Arcade Shark* has two stick bases and comes with one detachable stick which can be screwed into either place. In digital mode (the far left stick) it works well, but in analogue mode (the way most games play) it's not great. Good for *Mario 64* though.



HYPER DRIVE

SYSTEM: PLAYSTATION
BY: FIRE
PRICE: £19.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

A standard pad with slow motion, turbo fire and a steering wheel around the outside of the pad. Although it works with all games, the wheel isn't analogue which makes it play just the same as with the pad, only it's more tricky to use. Two different sticks can be attached to the D-pad, but it's really just a waste of time.

2/5



OFFICIAL SATURN PAD

SYSTEM: SATURN
BY: SEGA
PRICE: £19.99
CONTACT: 0181 996 4620



The pad which comes with all new Saturns is a thousand times better than the terrible spoon pad Sega US came up with in the first place. The shape is just right, and the D-pad is completely accurate. The button layout makes it great for fast arcade games and the L and R buttons on the top are great. It's not as cool-looking as the PlayStation pad, but it's one of the best console pads made. Get one.

TRIDENT PRO PAD

SYSTEM: NINTENDO 64
BY: LOGIC 3
PRICE:
CONTACT: 0181 902 2211

1/5

The underside of the *Trident* is cut away, making it very uncomfortable to hold after a while. The 3D Stick is very bad, often moving to the left or right on its own. The L and R buttons are badly placed and the C-buttons are too close together. Don't bother with it.



ASCII GRIP

SYSTEM: PLAYSTATION
BY: ASCII
PRICE: £24.99
CONTACT: 01923 202097

Designed for use in just one hand, the *Ascii Grip* has the buttons surrounding the D-pad and on the underside. It's practically useless for fast-paced games, or anything requiring more than one button to be pressed at once. It's okay for slow things like RPGs, but is otherwise only worthwhile if you break an arm and want to still play games.

FIGHTER STICK V JR.

SYSTEM: PLAYSTATION
BY: ASCII
PRICE: £34.99
CONTACT: 01923 202097



Obviously designed for arcade fighting game conversions, the *Fighter Stick* has a decent microswitched stick and big buttons. The base is solid, but not a brilliant shape. Okay, but a bit pricey for what it is.

OFFICIAL PLAYSTATION PAD

SYSTEM: PLAYSTATION
BY: SONY
PRICE: £19.99
CONTACT: 0171 447 1600

The standard PlayStation pad is still one of the best things for the machine. It's perfect for games made for the PlayStation like *WipEout*, but isn't too good for arcade conversions like *Street Fighter Alpha 2*. The D-pad itself is extremely accurate but the lack of diagonals can make playing some games a bit fiddly. Everyone's got at least one of these, and it's an excellent choice for an all-round second pad.



VRF I X-CELLERATOR

SYSTEM: SATURN, PLAYSTATION, NINTENDO 64
BY: FIRE
PRICE: £69.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)



The buttons on the *X-Cellerator* wheel are very big. It makes them easy to use while playing, but they don't look particularly cool. The pedals are too light and are designed so that they often tip over while you're playing. The wheel itself is good though.

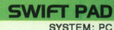
STATIONMASTER

SYSTEM: PLAYSTATION
BY: LOGIC 3
PRICE: £14.99
CONTACT: 0181 902 2211

The buttons on the *StationMaster* are in a circular hollow which looks good, but makes them awkward to reach. The top L and R buttons are also a slightly fiddly shape. The D-pad is accurate and the pad works well enough, but it's just not one of the best.

3/5

SWIFT PAD



SYSTEM: PC
BY: LOGIC 3
PRICE: £24.99
CONTACT: 0181 902 2211

It doesn't look very good – see-through casing with nasty tan plastic inside. It works well enough with platform games and the like, but fighting games normally require all six buttons to be on the front of the pad. There are better pads available.

2/5

JAPANESE GAME SOUNDTRACKS



Hard to get hold of, but are available from some big music shops, including Tower Records in London. Games like *Final Fantasy VII*, *Tekken 3*, and *Street Fighter 3* all have decent CD soundtracks with both game music and remixed instrumental tracks. Pricey, but worth tracking down if you're a fan.

OFFICIAL NINTENDO 64 PAD



5/5

SYSTEM: NINTENDO 64
BY: NINTENDO
PRICE: £29.99
CONTACT: 01703 653377

The standard Nintendo 64 pad is perfectly designed for games such as *Super Mario 64*, but the button layout (and tiny yellow C-buttons) makes it pretty bad for arcade-style games. Most Nintendo 64 games are designed with this pad in mind, making it the best thing you can buy as a second pad. And as an added bonus, it's available in loads of lovely colours.

EXTENSION 64

3/5

SYSTEM: NINTENDO 64
BY: ACCESS LINE
PRICE: £5.99
CONTACT: www.guillemot.com/uk/

A two-metre extension cable for the Nintendo 64. The connections are fairly solid, but if someone trips over the cable there's a chance it'll come loose and disconnect you. Remove any big pets from the room before use.

CYCLONE 3D

SYSTEM: PC
BY: INTERACT
PRICE: £49.99
CONTACT: www.interact-acc.com

The *Cyclone 3D* has more buttons than most joysticks – 17, in fact. They can all be programmed to do whatever you want. The stick itself moves strangely, and takes a bit of forcing to get in the full lock position. It's not bad if you can afford it.

3/5

EASY 64

SYSTEM: NINTENDO 64
BY: ACCESS LINE
PRICE: £24.99
CONTACT: www.guillemot.com/uk

The *Easy 64* is a really bad shape. It's uncomfortable to hold in any position and feels cheap. The main buttons are bigger than usual but have to be pushed right down to do anything. The 3D stick is very bad as well, as it's too sensitive with small movements and inaccurate with large ones. Very bad.

1/5



HYPER CONTROLLER

SYSTEM: PLAYSTATION
BY: FIRE
PRICE: £14.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

Available in loads of colours, the *Hyper Controller* is very popular. It feels cheaper than the official pad (because it is) and the buttons aren't as responsive, but for the money it's a good buy.

HYPER FIGHTER/COMBAT/EXTREME

SYSTEM: PLAYSTATION
BY: FIRE
PRICE: £19.99
CONTACT: 01302 325225 (www.fire-international.ltd.uk)

Identical to the standard *Hyper Controller* in design, only with fancy looks. Choose your favourite from the *Hyper Fighter* (white with blood splats), *Hyper Combat* (camouflage colours), and *Hyper eXtreme* (glow-in-the-dark). A novelty for an extra £5, but something to impress your friends with.

DOMINATOR

SYSTEM: PLAYSTATION
BY: LOGIC 3
PRICE: £29.99
CONTACT: 0181 902 2211

The Dominator works as a double analogue controller with a second tiny d-pad on the top of the stick. There are very few games which work well with a stick, but big fans of *Ace Combat 2* should consider getting the Dominator. It's good.

SPACE ORB 360

SYSTEM: PC
BY: FUN ACCESS
PRICE: £34.99
CONTACT: www.guillemot.com/uk/

The weirdest-looking joypad by a long way. It's ideal for 3D games, especially corridor games where you can imagine that the big rubber ball is your character's head. Pushing and turning it in any direction moves your character, placing both the keyboard and mouse control onto one hand. It's not going to suit everyone, and takes a lot of getting used to, but is fantastic for those with enough finger strength.

EASY STATION

SYSTEM: PLAYSTATION
BY: ACCESS LINE
PRICE: £14.99
CONTACT: www.guillemot.com/uk/

The shape is almost the same as the standard Sony pad, only with a different D-pad, smaller buttons and a slow motion button. The buttons are slightly too small, in fact, with a big space between them. The D-pad isn't very responsive either, making it bad for quick action games. Not good.





SONY CLOTHING

Here's Sony's excellent new range of clothing. It's released in mid-November and is mostly going to be available by mail order. For information call Sony's Careline on 0990 998877.

1. Fleece Baseball Cap (£12.99)
2. Beanie Hat (£9.99)
3. Grey Wallet (£4.99)
4. Rucksack (£19.99)
5. Briefcase (£24.99)
6. Reversable Fleece Top (£44.99)
7. White V Neck Tee (£14.99)
8. Black V Neck Tee (£14.99)
9. Black Crew Neck (£12.99)
10. Grey Round Neck Tee (£14.99)
11. Black Girlie Vest (£12.99)

REAL ARCADE GUN

SYSTEM: SATURN, PLAYSTATION
BY: JOYTECH
PRICE: £44.99
CONTACT: 01525 371769

5/5

This is it. Perhaps not the right colour, but the closest you'll get to the proper *Time Crisis* gun at home. It even beats the G-Con 45. Featuring brilliant recoil, a foot pedal that is the correct speed, and sights that are so accurate you wouldn't believe.

CLUB SATURN

Features some well-known DJs including Marshall Jefferson and Kenny Ken. Most of the CD is tragic, but Richard Jacques' *NiGHTS* Ambient Trance Mix is very pleasant. Just take a look at the CD case though – do you want to be seen buying that?



POWERPAD PRO

SYSTEM: PC
BY: INTERACT
PRICE: £24.99
CONTACT: www.interact-acc.com

4/5



The *PowerPad Pro* is a strange shape but manages to feature most of the things you could want from a pad. It has both a digital D-pad and an analogue stick, as well as six buttons and a throttle. It's fairly comfortable to hold and works well with just about any game. Very good.

computer and video games

WRITTEN BY
TOM GUISE
ALEX HUHTALA
STEVE KEY
ED LOMAS

DESIGNED BY
TONY CORMACK
TOM COX
JASON FRENCH

PHOTOGRAPHY BY
EDWARD PARK



ISSUE No. 194 OUT ON DECEMBER 12TH











#189 — *Tomb Raider 2* feature and interview, *House Of The Dead* guide and maps, *Vampire Savior* moves list, *Mario Kart 64* short cuts and tips, *The Lost World* games, *Formula 1 '97*, *G-Police*.

#190 — *Tekken 3* moves for time release characters, plus all the 10-hit combos! Complete E3 show report! First pics of Neo Geo 64 and Konami Cobra games. *Time Crisis*, *Goldeneye*, *Ace Comabt 2*, *Sonic Jam*.

#191 — *Final Fantasy VII:* world exclusive interview with developers Square Soft. Plus monster coverage of Capcom's *Marvel Super Heroes* and *Street Fighter EX PLus Alpha*. Plus cool *Top Skater* cheats.

#192 — The world first look at the Spice Girls PlayStation game! *Street Fighter EX* guide, *Marvel Super Heroes* hidden fighters, *Tomb Raider 2* feature, *Mortal Kombat 4* revealed, *Final Fantasy VII* reviewed.

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SIGNED ....

DATE ....





RACING GAME | BY TRAVELLER'S TALES
NOV RELEASE | 1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA TEL 0181 996 4620

Every platform hero gets bored of jumping around sometimes. Sonic's already had a go at fighting, and now he's taken up track racing!

SONIC R

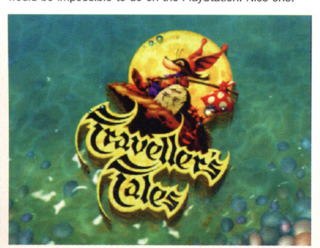
There was a time when Sonic The Hedgehog was one of the most well-known people in the world – and he's not even real! His Mega Drive games did brilliantly, leading the boost in video game popularity at the time. After a break from the limelight, Sonic reappeared with a bunch of new games as part of what Sega call "Project Sonic". The latest of these is *Sonic R* – a racing game starring the Green Hill Zone favourites around familiar locations in complete 3D!





A MATCH MADE IN LIVERPOOL!

Although *Sonic R* is a *Sonic The Hedgehog* game, it's not been entirely developed by the original Sonic Team. They came up with game idea, designed the look of the game, the characters, the course layouts and pretty much everything about it. But it's Traveller's Tales who programmed the game – right here in good old Britain! Sonic Team were impressed with their work on Mega Drive games such as *Mickey Mania* and got Traveller's Tales to do *Sonic 3D* for them. They've really shown how good they are with *Sonic R* though, as it shows loads of fantastic new graphical effects on the Saturn, many of which Traveller's Tales say would be impossible to do on the PlayStation. Nice one!



RING-A-DING-A-DING!

Sonic's trademark gold rings are dotted all around the race tracks, and they're not just for decoration. On the floor you'll notice the occasional silver speed-up arrow with a UFO hovering above it. Running over the arrow shoots you along the track with an orange trail out the back, a bit like the stunt ribbon in *NiGHTS*. The arrow also steers you along the track during the speed burst! Each go on the speed-up costs you rings, and the more you have when you touch it, the further along the track you go!
There are also locked yellow doors which can only be opened when you're carrying at least the number of rings shown on the screen at the top. The doors with higher numbers are worth going through, as they often lead to good shortcuts and bonuses.





SEGA EUROPE LIMITED
SPECIAL THANKS
ANDREAS VON GLISZCZYNSKI
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TOM GUISE
ED LOMAS
DANIEL JEVONS
JOSE ALLER

Complete the game and watch the end credits for some surprise names in the "Special Thanks" section!

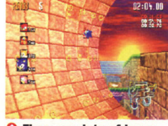


Collect all five Sonic coins on a stage then go on to win the race and you get... we're not telling! It's a surprise! Ha ha!





Aaah. Isn't that cute? Wonder when you get this...



There are lots of loops, as with all *Sonic* games.



The replays show off the graphics brilliantly.







THE MOBIUS GRAND PRIX!

To begin with there are four race tracks set in areas based on classic *Sonic* game zones. Each one has loads of different routes and shortcuts, shown on the map in the bottom corner of the screen, as well as different hazards and features which match the style of the graphics.

RESORT ISLAND

As with every *Sonic* game there's ever been, the first part is set in Sonic's jungle homeworld. Hills, loops, waterfalls, palm trees and everything else you'd expect to find are here. The big expanses of water can be used as shortcuts with certain characters (the ones who can drive on water), while the others need to find the water barrier power-up. Strangely, this is one of the tougher tracks to learn as there are lots of places where it's possible to run off the edges of the main track.

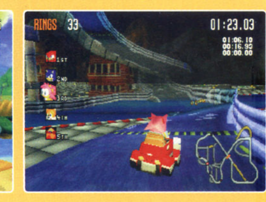
RADICAL CITY

A *Sonic* game wouldn't be right without a night-time casino level. Radical City is set on lots of sweeping aerial tracks which go in and out of massive gambling machines and an enormous pinball table. Neon lights flash everywhere you go, and there are plenty of opportunities for collecting valuable rings.









REACTIVE FACTORY

Lots of high-tech fast runways around pools of chemicals. Multiple routes on ground level often involve jumping through cone barriers and over the liquid to reach new areas. The coolest part is a long sweeping banked corner towards the the end of the track. You need to make sure you've got quite a bit of speed up when running around it or you could end up dropping off.





REGAL RUINS

Lots of sharp right-angle corners with steep slopes, sets of steps and loose pillars to dodge. Learning routes through the course so that you can avoid the slower, tighter parts is essential if you want to do well in races here. Also, character selection is important as some racers are better at getting up and down the large staircases around the Regal Ruin.

RADIANT EMERALD

At the end of the four original tracks you get to take on Radiant Emerald. The track is made out of a beautiful translucent material, and runs around through space. The graphics here are especially impressive, with some of the best transparency effects yet seen on the Saturn. It's reminiscent of *Mario Kart 64*'s Rainbow Road circuit, only Radiant Emerald is a hundred times more interesting that that boring heap of crap.



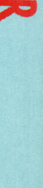






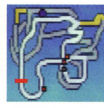






YOU CAN GO YOUR OWN WAY

Although *Sonic R* is a track racing game, it plays a lot like the 3D *Sonic World* section of *Sonic Jam*. The main circuit is marked out but there are lots of alternate routes to take in the race. Some are obvious where the course simply splits into two, but there are lots of hidden shortcuts which can be taken as well. Most of the routes are shown on the map for each course which is displayed in the bottom-right corner of the screen while you're racing. Some routes are better for collecting rings, some are better for getting quick lap times, while some are better for different characters. It takes a while to find your favourite way through a race.









You start with a choice of five characters, each with their own abilities and racing style. As well as the characters you start with there are a few secret ones which are worth finding. We don't want to ruin the game for you, but we'll let you know that they're all fairly familiar in a kind of robotic sort of way.





(To be read in sarcastic tone) "Who on Earth could this hidden character be? If only CVG hadn't disguised him."

The hidden characters on the select screen are great. Except the second one in – he's rubbish. Collect the set!



One of the many challenges you need to complete to get all of the bonuses in the game is finding the famous Chaos Emeralds. Finding them can be tricky, but the real challenge is in keeping them once you've got them. Normally you'll need a certain number of rings to access the area containing the Emerald, meaning that it takes a few laps to get to it. Simply collecting the Emerald isn't enough – you need to get it, then win the race for it to count! It takes a while to master the best route through the race, but it's worth it. Try getting two Emeralds in one race!







SONIC THE HEDGEHOG

The hero of the game! Although everyone is likely to pick Sonic as their first character, he's not the easiest to play with. He's fast and can perform a double jump for extra height, but he slides a lot on corners.



Sonic's trainers aren't as grippy as you'd expect.



MILES TAILS PROWER

Sonic's freaky two-tailed fox friend. Tails is easier to control than Sonic, and has a similar ability to Knuckles in that he can fly short distances with his helicopter-like twin tails. He's very light, and gets knocked about by the other racers a lot.



After a few seconds of flying, Tails gets tired.



KNUCKLES THE ECHIDNA

Knuckles is probably the best character all-round to begin with. He's pretty fast, turns well, and has the ability to glide short distances. Simply jump, then press the button again and hold it to float!



Knuckles' glide can be very useful at times.



AMY ROSE

Sonic's admirer drives around in a small car instead of running. She's very slow, but is extremely easy to control. A turbo boost button lets her go very quickly for a while, but makes it difficult to steer around corners.

The wheels fold under the car to let Amy cross water.



DR ROBOTNIK

The evil Dr Ivo Robotnik floats around in his hover-ship, meaning that he can cross any sections of water easily enough. Collecting rings allows him to launch homing bombs at the other racers – 10 rings per shot.



Collect lots of rings to earn loads of bombs.



EVRYBODY'S SUPER SONIC RACING!

As well as the usual Grand Prix mode, *Sonic R* provides a selection of one-player Time Attack modes. There's the standard timed laps on each track in either normal or reverse, plus Balloon and Tag modes.
In Balloon Mode, you need to find five blue balloons hidden around the course and burst them all in the quickest time possible. This plays a lot like the *Sonic World* games in *Sonic Jam*.

Tag Mode is an interesting variation on the usual game. At the start, two characters run off ahead of you and two run the other way. Your challenge is to find and "tag" all four by touching them as quickly as possible! The map in the bottom-right of the screen becomes essential for locating the other characters, but only quick reactions will help you tag them.







The balloons can be found in some very obscure places.



It's VERY annoying when you can't catch the final character. Grrrr!

I'LL TELL YOU A SECRET: I LOVED KNUCKLES CHAOTIX ON 32X!

MOST IMPRESSIVE...

Traveller's Tales, the coders of *Sonic R* have pushed the Saturn to new limits in terms of graphics. The scenery is very detailed and moves at high speeds very smoothly – plus it's all light-sourced! The water around the tracks looks great, with ripples and reflections of background scenery visible in it. To avoid noticeable pop-up the scenery slowly fades into view. Instead of the usual fogging, objects in the distance appear translucent and slowly become more solid. It's a great effect. Another impressive trick is making real-time reflective 3D models. The "R" in the logo on the title screen can be moved around with the d-pad, reflecting the background in its shiny surface – just like the T-1000 in Terminator 2! Very clever.



The reflections in the water ripple smoothly as you race. Don't look too closely or you'll fall in!

The coloured lighting is also brilliant. The Saturn can produce some fantastic effects.



The replay angles are very impressive. The view sweeps in and around the race.



The scenery in the far distance is slightly translucent. You don't notice when racing.







"CAN YOU FEEL THE SUNSHINE, DOES IT BRIGHTEN UP YOUR DAY!"

Sonic R's music has been done by Sega Europe's Richard Jacques, the man responsible for *Sonic 3D*'s tunes among others. Yuji Naka (the genius creator of Sonic, in case you didn't already know) loved Richard's previous work so much that he asked for him personally. The music fits the *Sonic* style perfectly, and is very reminiscent of the excellent *Sonic CD* tunes. Each track has singing on it (another request of the almighty Naka), but there's an option to turn it off if you're not keen on it. We reckon that there are quite a few people who will go straight for this option after playing the game once, but we like the cheesy Japanese dance music and singing ourselves.

THIS GAME'S CALLED SONIC R BECAUSE MY SURNAME'S ROGERS.

Robotnik doesn't need to worry about falling off the bridge – he flies over the water!

SING-A-LONG-A-SONIC R!

Here are some samples to give you an idea of the kind of lyrics you can expect to hear in *Sonic R*.

RESORT ISLAND

"Can you see,
The sun is shining on me,
It makes me feel so free,
So alive,
It makes me want to survive"

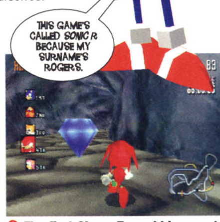
GENIUS, PURE GENIUS.

RADIANT EMERALD

"C'mon run away,
You don't have to stay,
We're nearly out of time,
But you're doing fine"

BEAUTIFUL. SUCH POWER.

***Sonic R*'s theme tune is one of the most annoyingly catchy things you'll ever hear! "Ev'rybody's super Sonic racing, try to keep your feet right on the ground... da da da daaa!"**



The first Chaos Emerald is easy to find. It's in a cave on Resort Island.







This giant pinball table looks totally fantastic!





ALSO FOR TWO PLAYERS!

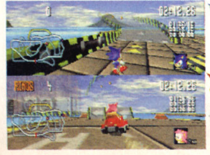
Sonic R features a two-player split-screen mode which works a lot better than most other games' at the moment. There's the usual one-on-one race option as well as a balloon collection game. In this, both players run off trying to find floating blue balloons, and the first to get five wins. This is a good alternative to non-stop races. The graphics are reduced slightly for two players.



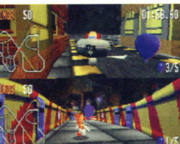
The scenery builds up very close to the characters. Learn the courses well before playing 2-player mode.

The balloon game is a lot of fun in 2-player mode. You can really drive your friends mad.









2ND OPINION

I'm still Sonic's No.1 fan. And I'm still waiting for the true Saturn sequel to the *Sonic* games that got me into games and working here. *Sonic R* isn't that game, but at least it's something. I wasn't too sure about the racing theme, but after the initial confusion (and there's a lot of it) has passed, this is good solid fun. A shame though, that the pick-up-and-play nature of previous Sonics isn't there. I'm dubious of anyone but Sonic Team working on *Sonic* titles, but it's clear they had a lot of input on Traveller's Tales' game. The game engine, the graphics, the stages, the sound (perhaps not the music) are all official *Sonic* Merchandise. Certainly worth having (Sega fan's have got to have Saturn *Sonic* game), however I hope this isn't the final step in Mr Naka's Project Sonic. I don't want to wait until the upcoming machine to play the next true Sonic platformer from *Sonic* Team. Ya hear me Mr Naka?

TOM GUISE

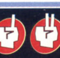
CVG OPINION

I love my *Sonic* games, except *Sonic 3D*. I didn't like that much. While *Sonic R*'s not the game I've been wanting for the last few years, but it's still a lot better than I first thought. The graphics are definitely some of the best on the Saturn so far, with lots of excellent effects that we've not seen anywhere before. When you first play, the tracks seem far too fiddly and complex to be any good for racing, but after experimenting with different characters and learning the best ways through they make a lot more sense. The real challenge isn't simply winning the races – it's collecting all the hidden characters and Chaos Emeralds by playing a lot. Although there's a lot to do on each track, a total of five locations isn't going to last as long as I'd like, but the excellent Time Attack modes give you something to work against once you've finished everything else. *Sonic R*'s not another classic *Sonic* game, but it's extremely enjoyable. After *Sega Rally* and the original *Daytona USA*, it's probably the best racing game on the Saturn.

ED LOMAS

RATING









Very fast and very fun. A great alternative while we wait for the REAL Sonic game that the whole world wants.



The most anticipated game of the year starring a little known character called Lara Croft. Sequels come and sequels go, but judging by this Lara's gonna be around for a long time to come.

TOMB RAIDER 2

Last year gamers across the country spent the winter months wrapped up warm, playing with a scantily-clad female. Lara Croft was her name, and her appearance upon the game scene was legendary.

In the year since *Tomb Raider* was released, she's gone on to become a household name, and is now the face you genuinely associate with video games. Her popularity and exposure has eclipsed the previous heavyweights of Sonic and Mario.

Of course Lara didn't get where she is today by starring in a second rate game. No, the original was an absolute classic, that has redefined gaming boundaries and people's expectations of what a game can be. The only remaining question is can she do it all again?



LIFESTYLES OF THE RICH & FAMOUS

Those that played the first game know that the best place to start your adventure is at Lara's mansion. Here you can get to grips with exploring and pressing switches, visiting all the rooms in the mansion and even going for a quick swim. For the sequel Core have really gone to town with Lara's home. There are more rooms and things to do and they've even thrown in a puzzle for you to try and solve.

THE NEW HMV/CVG TOMB RAIDER 2 CHALLENGE

A huge assault course – what's this doing in Lara's backyard? Lara tells us at the start of the game that she had it built to help her get in shape. Featuring lots of crates to improve jumping, cargo nets to climb up and even a death slide to finish off, this is fun. Core never told us about this a month ago, but we're so impressed with the assault course that we've scrapped last months HMV/CVG challenge and come up with a new one instead!

It's simple, complete the course without falling off any crates and touching the ground (otherwise you'll have to start again). Aim for a time beneath one minute fifty seconds and Bob's yer Uncle. (See our News Section on page 9 for details on how to enter the Challenge).





The butler is so thoughtful. Even bringing drinks to the loo.



How long did it take us to get this shot? Too long. Was it worth it? Yes. Are we sad? ....hmm



The start of the course, and the butler brings a nice little refresher. Now make a dash, and no mistakes. Or you'll have to start again!







HOME IS WHERE THE PATH IS

Further exploration of the home of Croft reveals a huge maze built in the gardens. Find the secret inside and a door opens up within the mansion. Lara must sprint back through the maze and into her home to solve a cool puzzle. The best thing about the maze is that the bushes that surround it are really tall, so you can't cheat by pressing the look button, to try and peek over the tops.













THE ADVENTURE BEGINS...

Last year it was the ancient Scion that you had to hunt down in the large levels. For the new adventure Lara is searching for the legendary 'Dagger of Xian' an artifact that is buried deep within the Great Wall of China. Legend tells us that whoever plunges the dagger deep into their heart will gain the power of the dragon. The dagger is believed to have once been used by a tyrannical emperor, before it was seized by Tibetan warrior monks. Not only is Lara searching for the artifact for adventure and profit, but also several other interested parties, who will cross your path on the journey.

THE NEW LOOK LARA

Lara is looking a lot better this year, complete with new outfits and a new 'do. She's even got a different voice that's slightly posher than in the original game. The khaki shorts and skimpy blue top have returned, plus that body that fits them so well. Yet Lara's picked out a few choice accessories to compliment her trademark attire. She wears a leather winter jacket to prevent the chill in Tibet, and slips into a wet suit for some underwater adventure. Then Lara does her best Mel C impersonation and goes round her mansion in sweat pants and skimpy top. As for the ponytail, it's almost got a life of its own. Blowing around in the breeze, and moving when Lara starts her tumbling. Put simply, this year Lara looks great.



Damn those breasts, getting in the way of our cool screenshots.

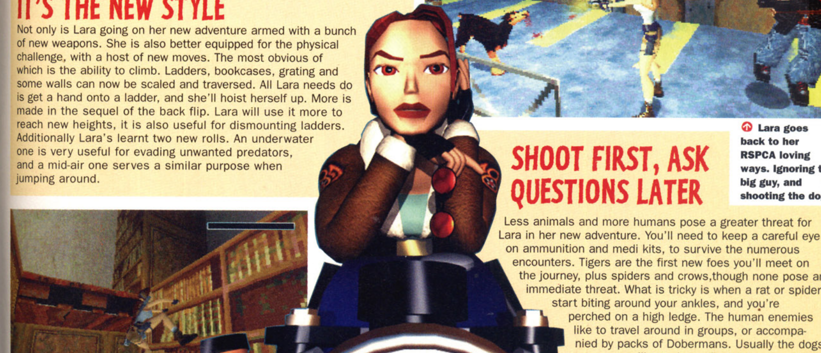


Lara chooses her new wetsuit from the shop, very carefully.

IT'S THE NEW STYLE

Not only is Lara going on her new adventure armed with a bunch of new weapons. She is also better equipped for the physical challenge, with a host of new moves. The most obvious of which is the ability to climb. Ladders, bookcases, grating and some walls can now be scaled and traversed. All Lara needs do is get a hand onto a ladder, and she'll hoist herself up. More is made in the sequel of the back flip. Lara will use it more to reach new heights, it is also useful for dismounting ladders. Additionally Lara's learnt two new rolls. An underwater one is very useful for evading unwanted predators, and a mid-air one serves a similar purpose when jumping around.





Lara goes back to her RSPCA loving ways. Ignoring the big guy, and shooting the dog.

SHOOT FIRST, ASK QUESTIONS LATER

Less animals and more humans pose a greater threat for Lara in her new adventure. You'll need to keep a careful eye on ammunition and medi kits, to survive the numerous encounters. Tigers are the first new foes you'll meet on the journey, plus spiders and crows,though none pose an immediate threat. What is tricky is when a rat or spider start biting around your ankles, and you're perched on a high ledge. The human enemies like to travel around in groups, or accompanied by packs of Dobermans. Usually the dogs will attack you first. When you think all's clear, some great big bloke with huge muscles will leap out from nowhere.

ALL AROUND THE WORLD

Lara's not confined to searching dark and dingy caves and tombs. For she is now allowed to venture into the outside world. This offers a major contrast, with the brightly-lit outdoor locales, to the dark and shadowy interiors. Just when you think there's nothing left to see in one location you're whisked off to another – more mysterious than the last. Lara is a bit of a globetrotter, and the only thing preventing her from being the female Indiana Jones is that red line that accompanies Indy on his travels to new exotic destinations. Lara does have a theme tune though, that familiar four note opening motif keeps appearing throughout the game, plus some variations to keep the whole thing fresh.



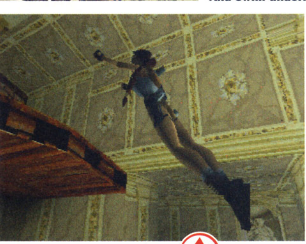




Pretty impressive eh? Don't worry you'll get to go for a fly in it. And swim underneath it, and jump on the wings, and fall off the top!

LARA CROFT'LL MAKE YOU JUMP, JUMP

One minor detail that annoyed players of the original was Lara's running and jumping. Basically, you had to wait for certain animations to finish before you could perform a new move. For example: making precise jumps of ledges was extra tricky, because you had to leave the platform in exactly the right place. This has now been changed because Lara can break animations at any point. This results in perfect control, and is extra effective in combat when a roll can result in you popping up behind an enemy.





The only way Lara can get to the next platform here, is by doing a backflip and then a forward jump!

SIMPLY WONDERFUL DAHH-LING

If you played the first game, you may have been left wanting more, in the way of a story to keep the whole thing going. More FMV rendered cut-scenes keep you informed of developments, plus there are certain scenes where the polygonised Lara is out of your control and interacting with other characters and items. Using these two methods, Core have created more drama, and more to be excited about. As you genuinely anticipate the next level and the surprises that it will provide.









Using the Lara polygon model, these cut-scenes are generated realtime. Lara gets whacked, she does a John Woo style dive & shoot, and she questions a big thug.



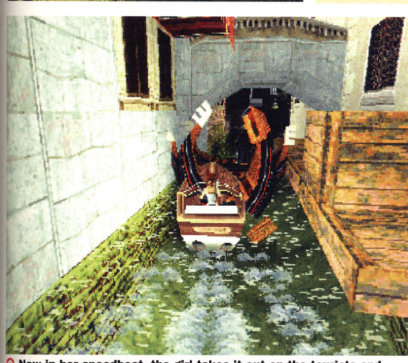
THE LARA CROFT PIZZA

You want to know how famous Lara is? Apart from a range of action figures that will be in stores early next year, Lara now has a pizza named after her. Available for a limited period only, here's a first look at the pizza to get your mouth watering. For a chance to get money off, check out the news section this issue.



What next? *Final Fantasy VII* burgers from McDonalds? Or even *PaRappa* Buckets from KFC? What are the limits of video game related food products?

We're really excited at the prospect of a CVG gourment fudge cake. Suggested by Tony, who even puts sugar on his Frosties in the morning. Seriously, this guy eats more sugar a day than Ed. SCARY!

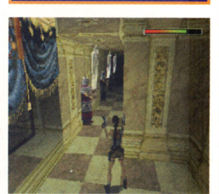


IT'S HURTING MY BRAIN

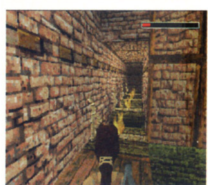
The original game was a classic mix of puzzles and action. The makers of the sequel knew that the balance between these elements could not lean too far either way or the feel of the game would change. The problem with puzzles are that you don't want to repeat them too much. So Core have come up with some familiar to *Tomb Raider* veterans, and some which are completely new in design. Expect more pushing and pulling of large blocks, pressing switches and finding keys. The only thing is, there are many more switches and things to do in the sequel. For those that don't like things too tough, luckily you can now save anywhere in the game! No more searching for elusive save crystals - a stress free sequel.

Now in her speedboat, the girl takes it out on the tourists and their horrible gondolas. Ah, isn't Venice so romantic?









WANNA RIDE MISTER?

As hinted in our August issue, there are vehicles in *Tomb Raider 2* that Lara can 'borrow' and use. We don't want to spoil the surprise too much for you, but being as the first vehicle is at the start of level two, we just had to tell you about it. The first mode of transport Lara finds is a speedboat, and it helps her a great deal around the dirty canals of Venice. The boat is controlled with the D-pad, and a further speed boost is yours by pressing the X button. Lara can exit or leap out of the boat by pressing square. The only thing she can't do is shoot enemies whilst in the boat. If you want proof that *Tomb Raider 2* is better than the original, the vehicles are an obvious starting point.



Travelling around the canals is much more fun in the boat.



Loads of puzzles, including the feared return of the fire walk!



GROOVY FLARES

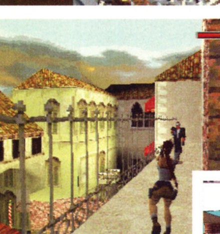
Atmospheric lighting plays an important part in making the sequel look and feel different. Shoot a gun and a dynamic flash will appear from the barrel. When Lara literally can't see her hand before her eyes, you have to light a flare so she can find her way. Certain clues are given on each level as well, with the help of spot lighting, which highlights specific areas. The game also features far more texture-maps than in the original game, which offer all the levels and buildings greater variety. Underwater sections look better than before, with new effects being utilised. In some scary situations Lara will even have to light flares to find her way underwater.





What a fierce little kitty. Lara the supervixen goes out all guns blazing!

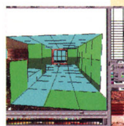


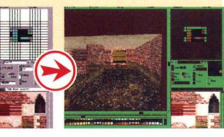


Places to go people to shoot. Some things never change. Quick on the draw and an itchy trigger finger, make Lara a real handful.

THE MAKING OF TOMB RAIDER 2

So it's been a year since the last game, but you've been waiting for what seems like an eternity to play the sequel. Rather than take the easy option and just offer a rehash of the original with different levels. Core have gone back to the drawing board and redesigned everything. Boasting a new and improved game and graphic engine means the sequel looks better. What's more amazing is that the team has delivered the sequel in under a year.









From simple building blocks to the finished article. The end result is an awesome game.

2ND OPINION

I love this game! Better, tougher and a lot more challenging than its predecessor. Hell, the mind-boggling starts even before the real game – at Lara's house. Things get more difficult with each level, but don't despair, you'll have plenty of weapons to deal with the enemies. My personal favourite is the M16, fast and very efficient. The new locations are great. Venice in particular, where you ride a speed boat just like the one Indiana Jones in Last Crusade. If you already have the first game and think the sequel won't take you any further, you're in for a big surprise. If you haven't played *Tomb Raider* yet – what are you waiting for?

IRENA POGARCIC

CVG OPINION

I'm a big fan of the original *Tomb Raider*, and have been waiting patiently for this sequel all year. I'll say this straight away to put you out of your misery – *Tomb Raider 2* is better than the original. It may seem like more of the same, but it's not.

Everything about the sequel is tighter, the levels are designed much better, and offer more variety. They're bigger and provide more surprises. Just like in the original, you are filled with the same amount of wonderment, as if you are really there exploring ruins and solving puzzles. Vast open spaces provide some awe-inspiring visuals, and when high up there is a genuine sense of vertigo. If there is one flaw it has to be the save game option – the ability to save anywhere relieves the frustrations that many had while playing the original, but for veterans it makes the game a lot easier.

Big games and sequels almost always get buried under mountains of hype, so when a game actually delivers the goods you know it has to be something special. *Tomb Raider 2* more than delivers everything you've expected.

ALEX HUHTALA



The biggest sequel of the year and it doesn't disappoint. If you've been waiting to play this, you've got the all clear from our end. Now go buy it and enjoy.



Out of nowhere comes the REAL *Mario Kart*! Rare spring a fast one and slap *Diddy Kong Racing* on our desks. Awesome!



We don't care what the other mags said, or what your mates said. *Mario Kart 64* is a let down. A testament to that would be the fact we now play the SNES version a great deal more and the supposed 'better' version gathers dust. Which is why when a finished version of *Diddy Kong Racing* landed on our laps, we were more than surprised.

Why are Nintendo releasing this so soon after *Mario Kart*? Perhaps they are admitting to a bit of bodge job with the Italian plumber? Whatever your opinion, the basic facts are that *Diddy Kong* makes the final golden jewel in Nintendo's frankly awesome Christmas crown!

1 FIND THE BALLOONS

The whole game centres around balloons in much the same way as *Mario 64* revolves around stars. The game begins with you having no balloons and access to none of the levels. Race Taj and beat him (this is so simple it's untrue) and you can enter Dino Canyon. You'll notice that on the door is a number, and that tells you how many balloons you need to be able enter the level. This is where the fun begins.





2 FINISH EACH RACE IN FIRST

Once you have collected a balloon you can enter the first stage, which houses the racing action you've been waiting for. Inside the level, your objective is to simply finish first. Beating all the other competitors results in another balloon for you and access to the next level. Until you win each race once, you cannot enter the boss stage so you have to keep trying until you make it.





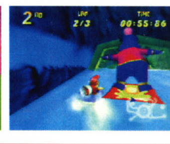
MECHANICS OF DK RACING

Diddy Kong is much, much more than just a standard racing game. There are two gameplay modes to choose from, Adventure and Tracks. The former is the better for one player as it features an incredible amount of variation on the stages, all of which serve as mini games in their own right. In order for you to get the most from your game as soon as you play it, we've provided a little break down of all the different gameplay styles to get you started.

3 TAKE CHALLENGE WITH TAJ

Once three of the first four levels have been completed, you should find yourself a balloon short of being able to go into the final level. Exit the arena and you'll be challenged to another race around the island by Taj, but this time on a different craft. Winning this gives you the last sphere you need. If you still need more, have a fly around the island as some are hidden there too!



OH AND THERE'S...

The second main play mode called 'Tracks'. This should be fairly self explanatory, as it lets you select any of the tracks to race as a single game or in multi player mode. In order to make this linked to the Adventure mode, you cannot race the tracks you haven't found yet, thus making more of an incentive to play this mode. And of course you can have up to four player battles on any of the tracks too.





4 RACE BOSS

On to the boss! Each domain has one final guardian that you must race against in order to finish the level. It's a straight forward race – you against him – but the size of bosses is what hampers you. Get anywhere near the boss and you'll be instantly flattened, losing valuable seconds. You can shoot them with rockets to slow 'em down and use the speed bursts to nip past. Oh, and if you don't get a turbo start you can practically kiss your chances of winning goodbye.

I'LL GIVE YOU LEGEND OF THE GOBBOS! COME 'ERE AND LET ME CLOMP YA!




STARTED LIKE LIGHTENING!

Getting a decent start in a game of this nature is crucial for success. Which is why Rare have added not one, but two turbo starts to *Diddy Kong*. For the purpose of this, we'll call them the blue and red starts.

RED START

This is the easier of the two to perform so as a result doesn't give you as much of a boost. Once the Get Ready logo appears wait until it has just begun to fade and then hit the accelerate button. If you've done this correctly, as small plume of red fire will appear at the back of the craft and you'll get a mini boost!



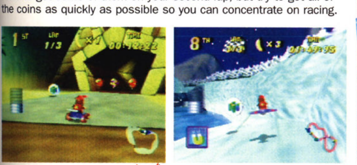
BLUE START

This is the faster start, but one which requires perfect timing because if you leave it too late you'll end up with no kick at all. Again wait for the Get Ready logo but this time you have to wait until it has virtually disappeared before hitting the button. The blue fire that is being emitted from your vehicle shows it's worked.



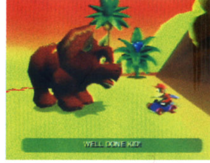
5 TAKE SILVER COIN CHALLENGE

Just as you think you've done that stage, the boss springs a surprise on you. You're informed that you can now partake in the Silver Coin challenge. Now you have to race all of the tracks again, but collecting eight silver N64 coins becomes an additional priority to that of just winning. The placing of these coins means that you may have to get some of them on your second lap, but try to get all of the coins as quickly as possible so you can concentrate on racing.




6 RACE BOSS AGAIN!

Then you're onto the boss again! This time they're a lot tougher and have new obstacles for you to avoid. The Rhino knocks scenery down which flatten you unless you can keep up for example. And they're generally quicker this time around so you need to master all of the corners if you're to win. If you manage to beat the guardians a second time, the trophy room then opens up for yet another variation on the main game.



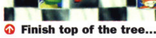





SOMETHING FOR THE MANTELPIECE

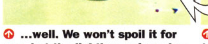
Once you've beaten the four stages in both Silver Coin Challenge and as normal races AND beaten the boss twice (blimey!) you're allowed to enter the Trophy Challenge. Find the small trophy cabinet located in each section of the map and touch it to put you at the races. The difference behind this and the other forms of racing is that this works in the same style as Formula One. You get nine points for a win, seven second and so on. The object simply to finish top of the table once all four of the races have been completed. If you manage to get all four gold trophies then you truly have cracked the game. But it's not quite over yet...




Finish top of the tree...


...and you'll earn this.




...well. We won't spoil it for you, but the lighthouse is a clue.


Collect all four of the gold trophies and then you can...

In the coin challenge, the most hidden coin in situated outside the middle house. Get it on the first lap to give you time to catch up.



DO YOU HAVE THAT IN AQUA MARINE?

Each level has a set vehicle which you have to race under...but only until other stages have been completed. Once they have all been negotiated, you can return to most of the stages and select the craft of your choice. Not only can this be good for multi player modes (because the scenery will adapt itself depending on a hovercraft or plane for example) but is also vital for finding all of the secret parts of the stages. Also, if you're stuck for balloons, or cannot find the entrance to the next world, visit Taj in the centre and toot your horn to call his attention. Then he can switch your vehicle for you to help you refresh the parts other cars cannot reach.



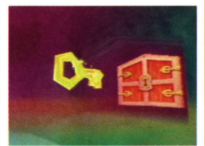




I'VE GOT THE KEY!

Every world has one, hidden in one of the four tracks. It is the key to the TT Challenge course. Usually, finding these keys will not be possible until you are able to change cars, because they will not be accessible as the standard craft for that race. Once you've located the key and driven into it to collect it, you can exit to the lobby there and then (the chances are you'll be trailing near the back anyway) to see the new stage straight away. Head for the newly opened door and a new surprise awaits!


The keys aren't tough to find, you just need common sense.


Once it's found, the TT challenge is opened.

THE TT CHALLENGE

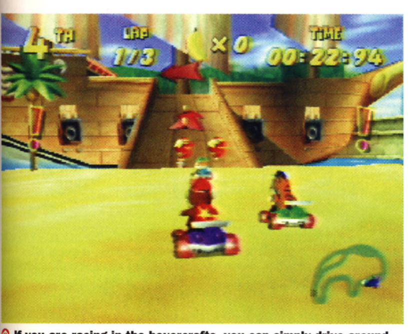
'TT' is the watch that wanders around each world, giving you the chance to practice levels, and giving record times for the circuits. The TT Challenges are slight twists on a battle mode game. You and three other competitors are put into an arena then given a set of instructions, something like Last One Alive Wins for example. All that's left is for you to go a-hunting and find those racers. Each character has eight bananas to their name and every time yourself of one of them get shot, two bananas are lost. Lose all eight and you're out. Another variation of that is where you have to hatch three eggs on your nest to win. Eggs are dotted around the scenery and can be picked up by flying over them. Once resting on your specified nest, they the enemy has about twenty seconds to grab them before they hatch and place them on their own resting place. These are even better when you're playing as four human characters and can last for ages!



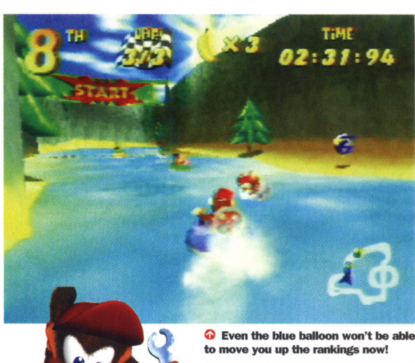
Scoop up one of these eggs and take it to your nest.


Get three eggs next to your picture and you win. Simple on paper but in the game...


On the ice stage you have to simply knockout the other three racers.



If you are racing in the hovercrafts, you can simply drive around the galleon! In the carts you have to go up and through. Doh!

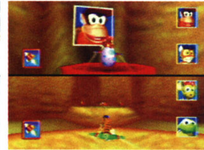


Even the blue balloon won't be able to move you up the rankings now!

FOUR TO TANGO?

Any self respecting N64 game these days has a four player mode, and *Diddy Kong Racing* is no exception. The TT challenge tracks can be raced as battle modes to give a twist on the normal racing. And every track you've won in adventure mode is available for selection. In the course select screen tracks than can be selected have Tajs' face over them. A small fly-by of the circuit will also appear in the window as well. Playing in three player mode will bring up a map in the fourth window so you can see just how close people are, and in two player you can have simple split screen. Cool!







'AVE A BANARNA!

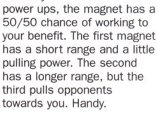
Icons giving you temporary speed boosts are all well and good, but there is a way of getting a generally quicker car all round. That is done by collecting Diddy's favourite food: Bananas. For every ten of these you collect, characters are given a slight increase in speed. Likewise getting down to zero results in you crashing. It gives you something extra to think about while racing. Go for the speed up to make up ground instantly, or use your driving skills to pick up bananas and catch up on a more steady progress.





AWESOME TRIPLE POWER WEAPONS!

Picking up weapons in *Diddy Kong* also has an element of strategy to it, as you can have three stages of power with each weapon. Weapons come in the form of balloons (what else) and each colour has a different meaning. To get the second and third variations, you need to collect two or three balloons of the same colour. The weapon the receives a power up. Lets have a closer look...



ROCKETS

The first you pick up is the same as the green shell in Mario. It is a forward firing projectile that requires your skill more than anything to score a hit. The second is the meatiest as it's a homing missile. The third is ten normal rockets in one go!



A homing missile connects and gives you a chance to gain a place.

MINES

Pick up a single green balloon and you'll get a blob of oil for your troubles. The second turns the oil into a spiky mines that explodes on contact and the third is a bubble, which encapsulates any enemies that fly into it for a few seconds.

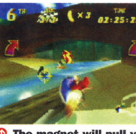


These mines explode no matter what if they sit untouched for too long!

TURBO

These turbos can often prove to be the most important icon in the game. Each one has varying degrees of speed once activated with the third making a noise like a flipping great jet engine once activated! Use them wisely, that is the key.





Release the accelerator as you use speed ups to give you more boost.

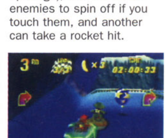
MAGNET

Probably the worst of the five power ups, the magnet has a 50/50 chance of working to your benefit. The first magnet has a short range and a little pulling power. The second has a longer range, but the third pulls opponents towards you. Handy.

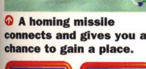
The magnet will pull you straight towards a racer, whatever is in front of you.

SHIELD

The shields have a varying degree of what they can absorb. One will make you completely invincible for a short time (the third power up stage), one will cause enemies to spin off if you touch them, and another can take a rocket hit.



The shield acts as a mini oil slick, as it sends others spinning off the track.





















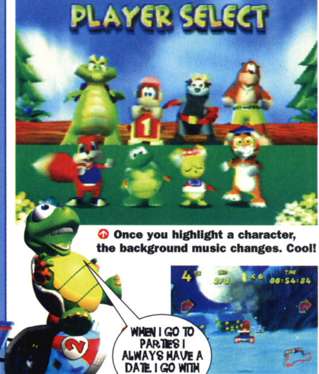




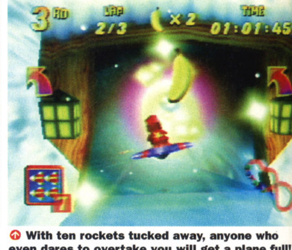


YES, YES, I'VE GOT SKIDS

Mastering the corners in the original *Mario Kart* was something that took hours of practise, and due to the awesome control method meant you could perfect it to shave fractions of seconds off your best times. *Diddy Kong* is the same. The top right shoulder button is the skid, which on it's own is often enough to power through corners. But for really tight U-Bends, utilise the brake as well. By hitting that in mid-skid as it were, the wheels lock and you'll have stopped the lag time on the skid and can power away. Once you've perfected this technique, you'll be able to blitz the tracks in no time.



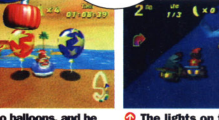
Once you highlight a character, the background music changes. Cool!



With ten rockets tucked away, anyone who even dares to overtake you will get a plane full!







Two balloons, and he managed to miss 'em both!

The lights on the cars show up through tunnels.

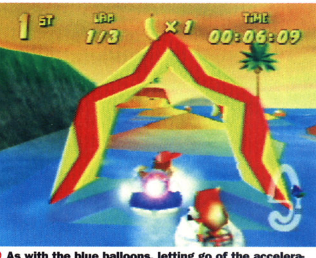
BRRRR, BRRRR, BRR!

Have a guess what this is about? Yes, just to let you all know that *Diddy Kong Racing* is also Rumble Pak compatible. Crashing into anything will produce violent shakes and even going off road will start a small rumble. Turbo starts get a shake too! It's all rather clever really!









As with the blue balloons, letting go of the accelerator as you go through these gives more powerful boosts.









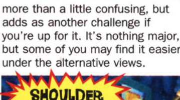
CVG OPINION

I count myself as one of the luckiest people in the world at the moment. I have had to review *ISS 64, Goldeneye* and *Lylat Wars*, and managed to miss *F1 Pole Position, Crusin' USA* and *Dark Rift*! And now I get to do *Diddy Kong* as well! Now I know you'll be thinking this, but *Diddy Kong* really is what *Mario Kart* should have been! For a start, it's an amazing looking game. Elements of *Wave Race* are visible on the water stages and the snow levels – particularly the village – are amazing! But it's the playability that really makes this. The feeling you get is exactly like that from *SNES Mario Kart*. Two-player battles and four-player races are quite intense and will waste away hours of your time. The one player game is 'rock' as well. Rare pull one of their classic tricks and make you think that just as you've finished everything, another world opens up! Those who thought *Mario Kart* was crap will find sanctuary in *DKR*. Go and get it now. It's flippin' awesome!

STEVE KEY

CAMERA ANGLES

Something which may prove useful to some of you are the four camera angles in the game. The top C button switches the view from a standard Kart to behind the shoulder cam. The shoulder viewpoint is more than a little confusing, but adds as another challenge if you're up for it. It's nothing major, but some of you may find it easier under the alternative views.

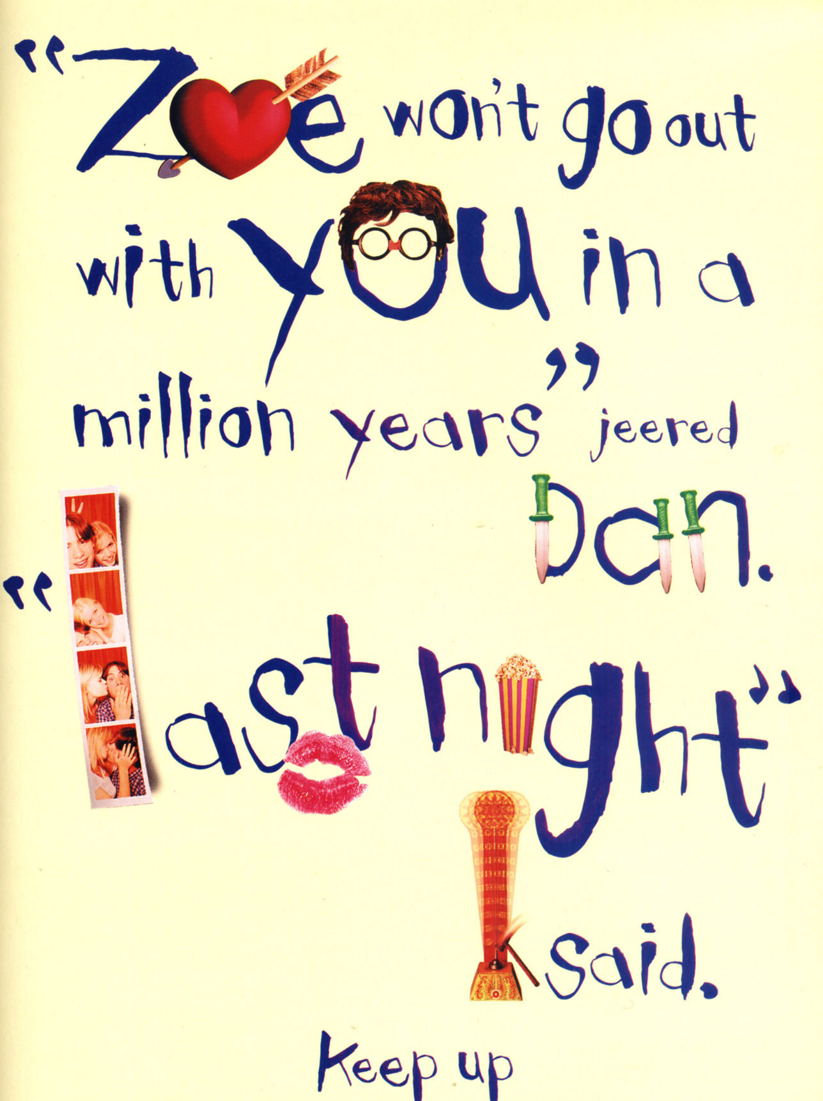








Diddy Kong takes Mario Kart 64 by the scruff of the neck and wipes the floor with it. A more playable game than this will be tough to find.



"Zoe won't go out with you in a million years" jeered Dan.
"last night" I said.
Keep up
Mars
Mars



SEGA SATURN

FIGHTING GAME | BY TECMO | OUT NOW | 1-2 PLAYERS

- PRICE £IMPORT
- ARCADE VERSION AVAILABLE
- PLAYSTATION AND N64 VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY TECMO
- TEL IMPORTER

Tecmo isn't a company you'd normally associate with one of the best fighting games around. Get used to it – *Dead Or Alive* is here to stay!



The arcade version of *Dead Or Alive* didn't get the attention it deserved. Tecmo created the game using Sega's Model 2 technology to give it a wonderfully smooth and solid look, as well as some of the best fighting action ever seen. Although in many ways it's similar to Sega's fantastic *Virtua Fighter 2*, there are lots of ways in which it even betters what some see as fighting perfection! Tecmo's Saturn conversion is available now in Japan, and has everything you could want from a home arcade game – including the bouncing breasts! Yeah!





Crikey! The bonus costumes that you win by completing the game in Arcade Mode are excellent.

A BIT OF ALRIGHT

Dead Or Alive's graphics are astounding. The arcade version looked fantastic, as it was running on Sega's immensely powerful Model 2 board, but Tecmo have managed to translate it to the Saturn brilliantly. Everything runs in the Saturn's high-resolution mode and at 60 frames per second (like *Virtua Fighter 2*) only there's little or no glitching whatsoever. The backgrounds also look excellent, and don't move as obviously as *VF2*'s. Wonderful!



***Dead Or Alive* is definitely the best-looking fighting game on the Saturn. Awesome!**



TAKE THE KUMITE CHALLENGE

Saturn *Dead Or Alive* has some excellent one-player modes for expert players to tackle once they've worn out Arcade mode. There's a good Training option which lets you practice all your holds and special moves, plus a Survival Mode like those we've seen before – fight increasingly difficult enemies and see how far you can get without losing. The new Kumite Mode is also great. You pick a number of opponents from 30, 50 or 100 and take them all on one-by-one. At the end of each fight a screen shows the number of wins and losses with a percentage score. Simply try to get the highest percentage of wins possible!

We're not doing too well here. 57.1% isn't a very good score against just 7 people.



DELICIOUS SCOOPS OF FLESH THAT DEFY GRAVITY

You may think we're being a bit sad by pointing this out, but as soon as you see the game in action you'll understand what we're on about. The female characters in Sega's *Fighting Vipers* had breasts which moved subtly for extra realism. Tecmo have taken this a stage further in *Dead Or Alive*, with the most mobile breasts you'll ever see! The slightest movement is enough to set them off, swinging and bouncing around in a most comical fashion! Take a look...



Look closely at the chest on the left over the three pictures. Wooooow!



Ouch! Tina's got some nasty hold moves, and this is one of the more painful. The noise isn't very pleasant either.

YOU ARE NOW ENTERING THE DANGER ZONE!

One of the things that sets *Dead Or Alive* apart from *Virtua Fighter* is the way the rings are set up. Around the edge is an area known as the Danger Zone. Standing in this area is fine, but get knocked down and an explosion fires you back into the air doing extra damage. It's possible to get a Ring Out victory by forcing your opponent out of the Danger Zone, which adds all sorts of new strategy and techniques to the fights.



Tina takes extra damage and gets knocked into a dangerous position, all because of the Danger Zone!

EXPLOSIVE COMBOS!

Forcing your enemy into the Danger Zone, then knocking them down is great for extra damage, but is also very useful for setting up vicious floating combos. If, for example, you do a 3-hit combo to knock someone down in the Danger Zone they'll land on the ground, get knocked up by the explosion and enable you to continue the combo. Mastering these combos is the key to victory in *Dead Or Alive*.





HOLD IT! HOLD IT!

The controls for *Dead Or Alive* are very easy to get to grips with. It uses three buttons — Hold, Punch and Kick, which will be instantly familiar to *Virtua Fighter* or *Fighting Vipers* players. The big difference though is that it's not possible to simply hold a button to defend all the time. The Hold button does a lot more than just block.

DEFENSIVE HOLDS

Tapping the Hold button makes your character do a quick waving block which you need to time just right so that you counter their attack! It's not as hard as it sounds. If you time it right, you'll push your opponent's attack away and hit them back, staggering them for more possible hits. You can counter punches or kicks at any level if you get it right.



Zack times his defensive hold so that he pushes Hayabusa's punch away, then hits.

OFFENSIVE HOLDS

The Hold button can also be used to attack. Each character has some simple throws that are initiated with a basic pad motion and a press of the Hold button, but some have more complicated attacks. For example, Bayman has a three-part hold combo similar to King's throw combos in *Tekken 2*.



Lei-Fang grabs Bayman's hand, twists him around and knees him in the gut!





WHAT A DELIGHTFUL OUTFIT!

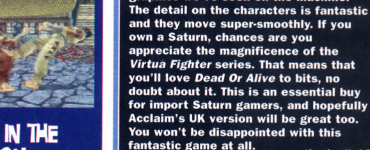
To begin with each fighter has their standard arcade costumes, but playing through in Arcade Mode reveals more. And more. And more. These costumes get weirder each time, ending with some of the most bizarre outfits you've ever seen! The female characters have some very risqué outfits as well, ending with truly minuscule bikinis!





SINGING IN THE RAIDOU

The boss of the game is Raidou — a demonic lightning master. He fights a bit like Akira in *Virtua Fighter 2* and looks like an older version of Akuma from *Street Fighter Alpha*. Playing the game for a while in Arcade Mode lets you control him.



CVG OPINION

A single go on *Dead Or Alive* in the arcade was enough to convince me that it was brilliant. Initially it just seems like a slightly confusing *Virtua Fighter 2* rip-off, but it's really so much more than that. The Hold button adds a lot to the fights, making them faster and more like "real" Kung-Fu movie scraps. The characters are all unique and grow on you after a while providing loads of moves, combos and techniques to learn. The Saturn conversion is far better than I expected, with some of the best graphics we've seen on the machine. The detail on the characters is fantastic and they move super-smoothly. If you own a Saturn, chances are you appreciate the magnificence of the *Virtua Fighter* series. That means that you'll love *Dead Or Alive* to bits, no doubt about it. This is an essential buy for import Saturn gamers, and hopefully Acclaim's UK version will be great too. You won't be disappointed with this fantastic game at all.

ED LOMAS



An unbelievably good 3D fighting game which has everything a Kung-Fu fan could want! Plus some amazing wobbly breasts!





Hot on the mud flaps of Ocean's *Multi Racing Championship* here's Nintendo's own entry in the N64 rallying stakes.

TOP GEAR RALLY

Readers with long memories and no shame may recall playing a rather cool Amiga race game by Gremlin called *Lotus Esprit Turbo Challenge*. So popular was this game that it was rather neatly converted to the SNES by Kemco, who renamed it *Top Gear* (the Lotus licence not being available). Now here we are in 64-bit country and Kemco and Boss Game Studios have produced the latest in the *Top Gear* range for Nintendo, and it deserves to be every bit as popular as its predecessors. This time around we have off-road circuits to cope with, impressive weather effects, and some of the most realistic 3D driving action yet seen in a console game!



Yeah, 'Wrong Way' is right! If at least one wheel isn't on the road you're going the wrong way.

Another 'Wrong Way' situation. Put the car into reverse and do a quick three-point turn.

RALLY SHIFTERS

Top Gear Rally offers racing thrills in three familiar flavours, selectable from the opening menu. These are they.

CHAMPIONSHIP MODE



Race against 19 other cars in 'seasons' of between two and four races, earning points to get you from one season to the next. New seasons bring new challenges in the form of different tracks, tougher weather (the winter season is pretty rough), and new cars to master. Once tracks and cars are available in this mode you can access them in the others.





TIME ATTACK



The old favourite. Pick a course and weather as in Arcade, then drive three laps as fast as you can with no other cars on the track. If your race time beats the course record you can have another go, this time competing against a ghost car that exactly replays your record-breaking laps. You can save your ghost cars to a Controller Pak.

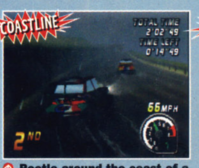
ARCADE



Something of a rally duel, this one. Pick a course and choose your weather, then race against either a lone CPU car or a human opponent – with a mate you get a split-screen display. As well as having to out-drive your opponent, your other object here is to get from checkpoint to checkpoint before a timer runs out. When it hits zero that's the end of the race.

MAKING TRACKS

There are five tracks in the game plus their mirror mode counterparts. But only one of these, Coastline, is accessible when you first switch the game on. To open up the other tracks you have to beat them as they appear in the Championship mode. By the time you get to the fifth season you have to drive a mirror mode race, and some time after that (at the time of writing we haven't found it yet), comes the fifth course, the Strip Mine. Compared to those in *MRC*, some of the courses look bland, but they're all much more challenging drives than *MRC*'s.



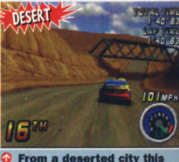
Pootle around the coast of a small, rural island, taking shortcuts across the beach and a field. Nice and easy to get you started.



A bit tougher than Coastline. A rough off-road track that takes you through cleared woodland and a swamp. Grippy tyres required.



A tight, winding road takes you up the side of a mountain, and if you spot the turning, a steep dirt road takes you back down again.



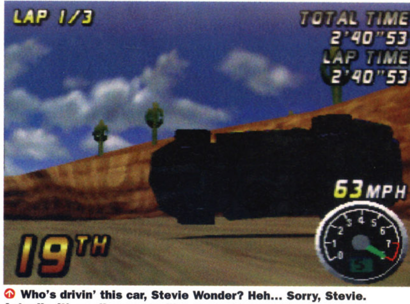
From a deserted city this takes you through spectacular canyons. Be careful not to drift into a canyon wall or you'll flip the car.

TAKE THE LOW ROAD

Alternative routes are becoming essential in modern racing games, and as in *MRC*, *Top Gear Rally*'s courses all feature shortcuts that you can take if you need to shave seconds off your time. Some of these are signposted. Others you have to discover for yourself, but they're not so hard to find. Watch out for gaps in fences or low verges that will let you drive straight across a bend. Most shortcuts are off-road though, so if you haven't come equipped with the right tyres or suspension you'll need to drive carefully or risk losing more time than you gain.







Who's drivin' this car, Stevie Wonder? Heh... Sorry, Stevie. Actually, it's really easy to flip your vehicle on the desert course.

Oops. Most shortcuts aren't as well sign-posted as this one. Not that it helped here.

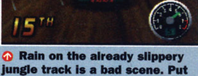
ESSENTIAL JOURNEYS ONLY

You can add weather effects to races in the Arcade or Time Trial modes, but they really come into play in the Championship. If you get the hang of a course in normal sunny mode, next season around you may find that you have to race the same course in driving rain, snow, fog or even at night. The fog and night effects aren't too drastic, but the rain and snow can significantly affect the race. Not only is visibility reduced dramatically, the road surface is much more slippery – racing the jungle circuit in snow is very tricky! So be prepared to fit your wet-weather tyres and take the corners very carefully.





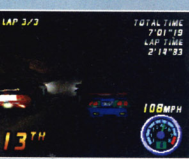




Rain on the already slippery jungle track is a bad scene. Put your slippy tyres on.



Snow is even worse than rain. Use your slippy tyres and take the corners extra-slowly.



Night driving isn't too bad. Your headlights illuminate the road well ahead of the car.

REFIT YOUR CAR!

MRC has a wide variety of gizmos you can tweak to tune your car. Top Gear Rally only has a few, but they're about all you need. Handling, suspension and tyres all have three settings and they all have a noticeable effect on the car's performance, so it's easy to experiment and determine exactly how it needs to be set up for a particular race. You can also give your car a new paint job on the decal screen, where it's taken apart panel-by-panel for a full respray or so you can paint your favourite rude slogan up the side.





You could have boring old racing colours, but we prefer flames up the sides of our motor.

CVG OPINION

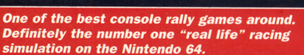
While I've been playing this I've been proper narked with people walking past me, stopping and saying, "Uh-hur-hur! Is it as rubbish as it looks then?". Imbeciles! Have they no eyes? Okay, so some of the scenery on the early tracks looks spartan to the spectator, but this is such a pure racing experience that to include cardboard crowds would be a pointless distraction. If you try this in a shop, don't base your opinion on a race in the first cars. These feel slow, but that's because they're realistically modelled rally cars that do 80mph over rough ground, not *Ridge Racer* fantasy cars that top 200. From the second season onward the cars get gradually faster and you get a real feel for the power of the vehicle when you're struggling with the controls, sawing the steering, pumping the gas and sliding through corners – especially if you've got a Rumble Pak plugged in. This is one of the best console rally games I've played, with a superb feel, great tracks and weather effects that actually have an effect. It's a much more challenging drive than *MRC* and when you've seen what it has to offer you'll realise it looks better too.

PAUL GLANCEY









One of the best console rally games around. Definitely the number one "real life" racing simulation on the Nintendo 64.













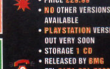










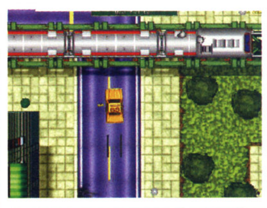


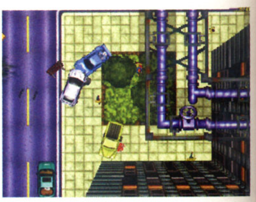
Your chance to be a gangster. Steal an unprecedented amount of cars. Run over anyone who inhabits the pavements, or just shoot them.



The moral brigade beware. All those lifeless, shockable people who jump on the 'ban this now' bandwagon are going to have a field day with *GTA*. Quite right too – games that are this good, are truly obscene! If only these shockable people played the games, or watched the films that got them so worked up, they might suddenly realise that they're quite good, and change their minds.

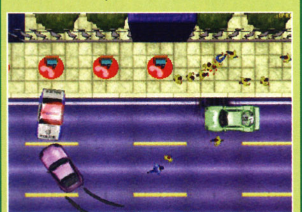
Placed in a huge sprawling city, with the aim to work your way up the criminal underworld career ladder. Starting as a lowly street hood working for the mob, you're trying to impress the local crime bosses, eventually being promoted to The Don, but that's just the start of it.





WELL, LOOKY WHAT WE HAVE HERE

GTA is a driving game like no other, and with a bunch of cool extras bolted on. Instead of trying to beat a lap time to progress to the next level, you have to make a set amount of money. You do this by completing missions for the local crime bosses. There are around four missions to complete a level, but when you discover *GTA* has over 200 missions in total, you realise this game is big. Of course, each mission is totally illegal in its nature. Killing the police chief, robbing banks, transporting people, chasing other gangs and making drug runs are all in a days work in the world of *GTA*.



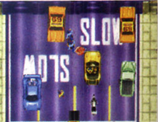
Head to the phones to learn of missions.

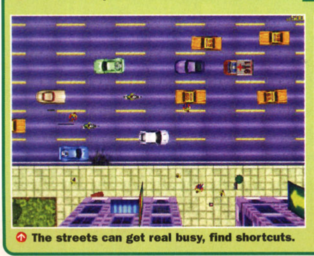
GIVE ME YOUR CLOTHES, YOUR BOOTS AND YOUR MOTORCYCLE

The real beauty of *GTA* is the ability to drive any car that takes your fancy, anywhere you want. If you're zooming around the city streets and suddenly see a car that looks like it could be a bit faster, go and get it. Each car also handles very differently, with some getting up to uncontrollable speeds, others with expert cornering and amazing braking. Stealing cars is simple: just go up to the drivers side of the car and yank out the driver. Expect to receive an earful of abuse, but that's a small price to pay for a free ride.









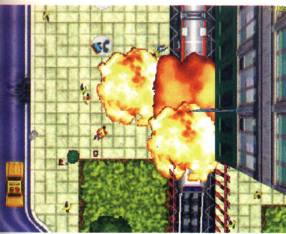
The streets can get real busy, find shortcuts.



If you suffer from vertigo, bring a sick bag!







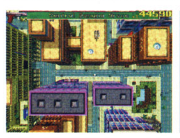
If you want a change of pace, try riding the subway. Or alternatively - just blow the sucker up.



STREETS LIGHT A JUNGLE

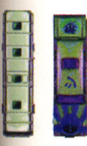
There are three very large cities to cruise around in *GTA*. Liberty City, San Andreas and Vice City (or New York, San Francisco and Miami for arguments sake). The game features 6000 scaled miles of roads to explore within these cities. The action is viewed from above, courtesy of the DMA news-copter.

The view zooms in and out depending on the speed of your car. Of course being cities, the streets are full of traffic. The amazing thing is how they behave. Each car has a high level of Artificial Intelligence. Pull in front of a computer-controlled car, and it will brake to avoid crashing. Start a fire or kill a pedestrian and emergency vehicles rush to the scene. Drive on the pavements and people run in different directions for their lives. These cities are almost real.





















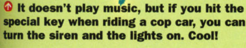




AW, NOT PUFF DADDY AGAIN!

One of the coolest features of *GTA* is the music. DMA have gone to great lengths to complete the feel of the cities by adding radio stations. All the different cars in the game are able to receive several of the stations. Every time you step out of a car, the music stops. Every time you step into another the music starts up again. The radio stations almost work like theme tunes for the different cars, with different styles of music immediately being recognisable to particular vehicles. Jump into a beat up pick-up for example, and you're guaranteed Country & Western. A jeep and you'll be zooming round to jungle. All the American muscle cars play pure rock. If any particular music doesn't take your fancy, just press F5 on the keyboard to retune the radio. Sorted!

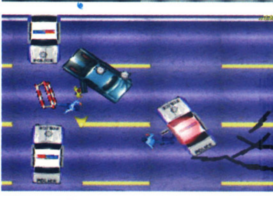




It doesn't play music, but if you hit the special key when riding a cop car, you can turn the siren and the lights on. Cool!



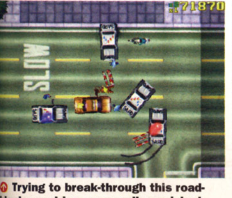
Trucks play music loud, plus you get to use a huge horn. They also produce a beep when they reverse to warn other drivers.



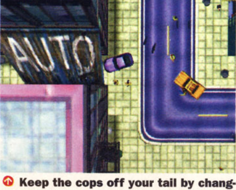


CAUGHT BY THE FUZZ

Your one-man crime spree doesn't go unnoticed by the boys in blue. A bar at the top of the screen, displayed as police heads, indicates your wanted level. One head and you get lone squad cars chasing you. Next, two cars could be on your tail. Three and police road blocks are set up on bridges. Four and it's like Smokey and the Bandit with hundreds of cop cars and roadblocks all over the place. Police may be alerted to your activities by killing one too many pedestrians, stealing cars right under a cop's nose, or even ramming right into a squad car. Certain missions that see you having to deliver a very hot car, will mean the police are all over you. Same if you've got to drive getaway on a bank job.



Trying to break-through this road-block our driver was sadly squished.



Keep the cops off your tail by changing the plates or respraying the car.



CVG OPINION

I had to be dragged kicking and screaming from this game in order to review it, addictive is an understatement, but so is the fun level. Ever since playing *APB* in the arcades nearly a decade ago I've been waiting for this game. I'm only surprised it hasn't been done before. The idea, design and look is all very simple, but it plays like a dream. The overhead view is classic, the music and sounds are all excellent and the humour spot on. Cars handle superbly, and the AI is great. The satisfaction of braking into a narrow alley whilst being chased by the cops is gonna be hard to beat. There's only one word of warning - if you haven't got a 3D card it looks rough. If you've ever played a game and thought, 'wouldn't it be great if you could...', I urge you to play this, it has it all. Screenshots, reviews, even watching the game don't do it justice, this is something that just has to be played.

ALEX HUHTALA



A driving shoot 'em up with a dark side, and all the better for it. There's so much involved, it's almost impossible to categorise. Yeah, we vouch for this!

REVIEW



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Ever wondered what happened to George and Nico after their run in with the Knights Templar? The answer: A lot!

BROKEN SWORD II

THE SMOKING MIRROR

Last year's *Broken Sword* was the best point-and-click adventure by far. So good that we expect LucasArts were starting to worry that their crown was about to be stolen. Hence their dusting down their most famous pirate, Guybrush Threepwood, for the timely next instalment of *Monkey Island*.

Revolution, guessing they were onto a good thing, quickly started work on a sequel to their hit. George and Nico are back, this year embroiled in an plot that takes them to South America – a land full of crime syndicates, drug smugglers, poison darts, and Mayan temples. We know there's a game in that lot somewhere.







ABSOLUTE BEGINNERS

For those who didn't play the original, the concept is simple. You play an American abroad, called George Stobbard who, due to his inquisitive nature, always finds himself in a heap of trouble. There is a mystery to solve, lots of clues to find, and people to question. Plus lots of puzzles to slow you down.



George explores some crates, ooohhhhhh!



Players of the original should recognise these characters.

DEJA VU?

Playing *The Smoking Mirror* you could sometimes be mistaken that you're back in the original game. This is because familiar characters and locations from the first game pop up in the sequel. Some even carry a similar air of suspicion around them, and often provide light relief.

NOT JUST ONE ADVENTURE

A new feature is the ability to play as George's lover Nico during certain sections. This is because George and Nico realise the fruits of their efforts can be doubled if they split-up. There are also certain points in the game which affect the outcome. The choice you make has a direct effect on the subsequent adventure, offering the game some replay value as you search for all the different variations.

CVG OPINION

I really enjoyed the original *Broken Sword*. The sequel is pretty much more of the same. The look, the gameplay, the sound all lead you to believe that things haven't changed much. It is this familiarity that lets the game down a bit. The puzzles seem simpler than the original, although there is more to do. There are lots of new graphical tricks employed, but these are merely cosmetic. The game play is unchanged, except now you also control Nico in some sections. If you liked the original, you're sure to like this. The plot is a little weaker, but it still contains all the things that made the original great.

ALEX ANTALA



It's surprising how many people are willing to share their stories with George.

PLENTY OF AIR MILES

George and Nico travel to even more exotic and expensive places in this year's mystery. Starting again in Paris, you'll soon find yourself in Marseille, then onto Syria, London and... well, that would be telling. The puzzles taken on a similar form to the first game, and revolve around using objects together, or giving characters objects and gaining vital clues from them. There are many more puzzles than in the original game, but they seem to be a little easier.









A new adventure, and not much more. If you enjoyed the original, this may seem nothing more than a rerun. But it's still a great game.



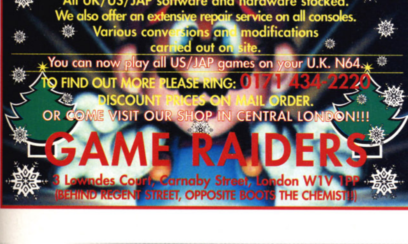
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BEWARE OF IMITATIONS








Codemasters know driving games – they created the *Micro Machines* series. Now they go full-sized with *TOCA*!










TOURING CAR championship

THE OFFICIAL GAME OF THE RAC BRITISH TOURING CAR CHAMPIONSHIP

Driving games based on real life seem to be more popular with the games buying public at the moment than over-the-top ones. *Formula 1 '97* and *V-Rally* both sold especially well, but now Codemasters have taken what is probably the most exciting form of motor racing and turned it into a game. It features all the real teams, cars, drivers and tracks, and is put together brilliantly with some of the most entertaining and realistic car handling anywhere. You just gotta have it!





The start of a wet race at Silverstone in glorious 3Dfx.

IN-CAR, OUT-CAR, SHAKE IT ALL ABOUT-CAR

As with all 3D driving games, *TOCA Touring Car* has a selection of different views from which to play. As well as two of the usual behind-car views and one on the bonnet, there's an excellent in-car view. It makes it slightly tricky to see where you're going, but is more realistic than any of the other views. The in-car sound effects are excellent, especially when you drive into one of the gravel traps. The best thing about the in-car view – when it rains, your windscreen wiper comes on!



If you crash when driving from the in-car view, it can be pretty scary. The whole thing rolls upside down!

BRITAIN ON A CD!

Being an official game, *TOCA* features the real circuits from the *Touring Car* championship. They are all extremely accurate, and were created using Ordnance Survey data for extra realism.


Donington GP

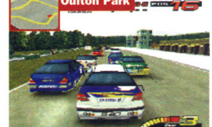


Silverstone


Thruxton



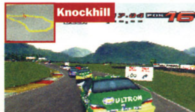
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NOW IT'S UP TO YOU!

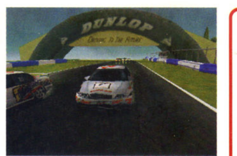
The best way to play *TOCA Touring Car* is in the full Championship Mode. Here you race through the tracks in order, with two rounds at each visit to a venue instead of just the one in Formula 1 racing. Before a race you get three timed laps to determine your position on the starting grid – pole position is especially precious as it's worth a bonus championship point. At each location your team give you a number of points that you must achieve before you leave. If you don't, you're OUT! This feature adds to the tension, but can occasionally be very annoying. There's no way that a team would fire someone who was second in the championship simply because they came seventh in a race, for example.



↑ Get 18 points here or it's game over man!



↑ Dangerous driving can cost you points.



Your car's not looking too good. A quick pit stop's what you need.



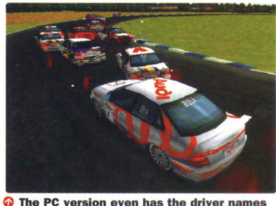
PERFECT POWERSLIDES

The real-life cars in *TOCA Touring Car Championship* handle brilliantly. Each one is a different drive, but they are all very evenly balanced unlike Formula 1 cars. The cars skid, bank and roll just like the real things especially when using an analogue controller or steering wheel. Practicing the courses carefully before each race is essential as a wheel out of place could easily put you into a slide or spin. While it's possible to recover with a quick opposite lock, there's a fair chance that you'll end up in the gravel trap. Learn your car well!



MEANWHILE, IN PC LAND...

The PC CD-ROM version of TOCA Touring Car Championship pretty much identical to the PlayStation version, only with amazing 3Dfx-enhanced graphics. There are a few extra graphical effects and the handling seems to be slightly less unforgiving, but other than that it's identical.

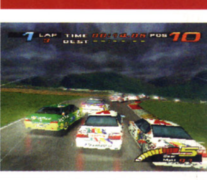


The PC version even has the driver names written on the cars! Quick – buy a PC now!

WRAP UP WARM

As *TOCA Touring Car Championship* is set in Britain, there are some pretty varied weather effects. When racing on a very sunny day drivers need to worry about lens flare (PlayStation version only, as far as we've noticed) while fog, snow and heavy thunderstorms cause bigger problems. Stormy races look particularly good as the car's lights reflect off the wet track. Very cool.





MANO-A-MANO

TOCA's two-player mode can be viewed with either a horizontal or vertical split-screen, much like many other driving games at the moment. While you can only have head-to-head battles, they're still more fun than most split-screen driving games. The races are closer than most other games like this, but the one-player championship is still the best way to play.



GO EASY ON THE PAINTWORK!

To add to the realism of the racing, lots of little touches have been included. One of the cool features of the PC version which is more useful than you may think is that lights from other cars shine on your windscreen. When playing from the in-car view, you'll occasionally see two white dots on your screen, meaning that there's someone right behind you. Your car also takes damage during the races, with bits of bodywork flying all over the place. If you take a light hit from behind, the red plastic around your rear light can break off, exposing the white bulb inside!

CVG OPINION

If you've ever watched a real Touring Car race you'll know how exciting the races are. Thankfully Codemasters have managed to capture all of it in a game. The graphics are impressive but a little sparse, and don't always give a good impression of speed. But although it doesn't look like you're driving at 140mph, the car really feels like it's on the edge – one tiny mistake at that speed and you'll go spinning into a wall! The championship races are fantastic, as you're set targets by your team meaning that you MUST do well. The computer-controlled cars have excellent artificial intelligence – they really fight hard for positions and occasionally make mistakes to take each other out of the race. You can't fiddle with the game settings as much as you can in other driving games, but the handling is a spot-on balance between realism and fun, making the races the most exciting in any PlayStation or PC driving game. It's true that *TOCA* looks a bit dull when you're watching someone else play, but get on it yourself and you'll realise just how great it is. Much more fun than *Formula 1 '97* and *V-Rally* put together, I reckon. Magnificent!

ED LOMAS

RATING






Captures everything that's great about Touring Car racing. Codemasters have made a real edge-of-the-seat racing experience that every fan should get.

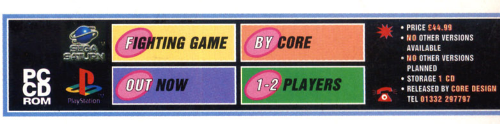




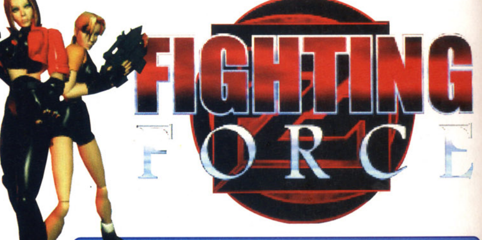








Sandwiched between *Tomb Raider 1* and *2* is Core's next big title: *Fighting Force*. But does this 3D beat 'em up live up to the already high standards set by Lara's blockbuster?



With Core now established as major players in the games industry, thanks in no small part to a Ms Lara Croft, their games command a lot more attention than a couple of years ago. *Fighting Force* is their next biggie, and the amount of money they have been, and still are, putting behind it shows they have high hopes for it. The basic game is a scrolling fighting affair, where you travel through various locations in New York in a bid to stop the evil Dr Zen from taking over the world (cue booing for bad guy). You choose to fight as one of four characters, each with the differing abilities you come to expect from a title of this nature. Basically you beat up loads of enemies, and that's it!

DESPERATE TIMES...

To save you taking a pasting at the hands of enemies, the game has one special attack for each character that catches any person within striking distance of you. By simply tapping punch and jump in quick succession, your fighter performs a move which causes them to spin around through 360°, or in Smasher's case whack the floor to create a mini earthquake! The only downer is that this takes a small bit of energy from yourself as well.





PICK 'N' MIX

As you wander through the Big Apple picking off the various bad guys, numerous objects can be picked up and used to aid you. Guns, knives, and crates (for smashing over someone's head) are easy to come by, but some items are a little more hidden. For instance, if you smash the fire box on the lift stage, the axe will fall out which kills weaker enemies in one chop. TV screens can be knocked down and thrown. Smashing up cars causes the tyres to fall off, and even road signs can be smashed to whack over Dr Zen's henchmen.

CVG OPINION

The PlayStation is crying out for a decent scrolling fighting game. And coming from Core, whose recent track record has been more than a little impressive, you'd have thought they would have done a superlative job. Not so I'm afraid. The characters you control have quite a few moves to their names, but they are the same for every fighter. I don't think it would have taken too long to make specific attacks rather than generic ones for the *Fighting Force*. The graphics are pretty good, and the presentation is also impressive, but the game just seems too similar and repetitive to make it a real stunner.

STEVE KEY



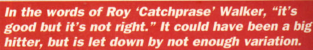


RATING







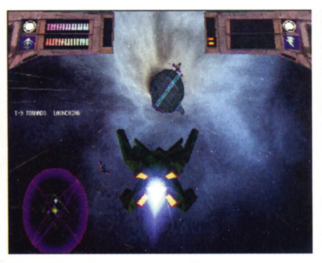


In the words of Roy 'Catchprase' Walker, "it's good but it's not right." It could have been a big hitter, but is let down by not enough variation.

REVIEW



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If you thought the special effects in *WipEout 2097* were cool, wait until you see the fireworks Psygnosis have put into their new 3D space blast!

COLONY WARS

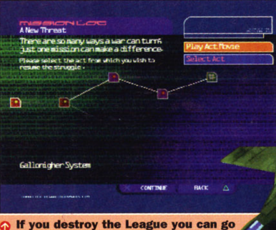




More bad news from the future. The human race is spread out in colonies across the galaxy, all of them under the cosmic thumb of The Tsar. However, some freedom-loving souls don't care for The Tsar's thumb and have formed a rebel group, The League Of Free Worlds. Unfortunately for them, and indeed you, The Tsar keeps a vast navy of heavily-armed battle cruisers for the sole purpose of reducing rebels to their component molecules. Hence, there's some starfighting action on the cards, and it's up to you to show The Tsar where to stick his thumb!

TO INFINITY... AND BEYOND!

Colony Wars comprises 70 strike and defence missions in which you do battle with various representatives of the Imperial Navy, either in their diddy starfighters, their medium-sized cruisers or their massive Dreadnoughts and Super Dreadnoughts. The missions don't all run in sequence from 1 to 70, and your skill as a pilot determines your route through the game to one of six different endings. If you're some kind of star-spud you'll send the entire League of Free Worlds to an early grave after about nine missions, but straight-shooters should eventually topple The Tsar and re-establish freedom throughout the galaxy.

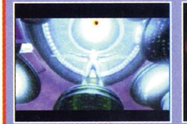


If you destroy the League you can go back to an earlier stage to fix things.

STAR BORES

With so much story-telling to do, *Colony Wars* is even more FMV-heavy than most Psygnosis games. In fact there is a total of 15 minutes of video in the game, which takes the form of progress reports and plot updates that appear after every few missions. The pre-rendered graphics are good but a bit blurred in places, and most of the videos aren't so cool that you want to see them twice. The sombre orchestral music and the slightly sappy storyline (read by American actor, James Earl Jones) about discovering the identity of The League's hidden leader doesn't make for enraptured viewing either.









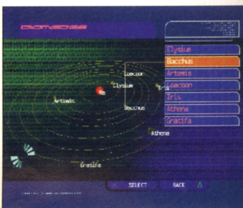
Tsar Wars (left), League Strikes Back (middle) and Return of the Father (right)

ORDERS IS ORDERS

When it came to the mission briefing screens, we must admit to being disappointed with *Colony Wars*. We probably still had the briefings from PC games like *TIE Fighter* in our mind, but instead all you get is a bit of text that teletypes out, letter by letter, while a bloke with a voice like a sedative reads it out. It's informative, but it doesn't really gee up for the excitement to come. Kind of making up for that, though, are *Colony Wars*' database screens which let you check out ships from both sides and read up on the star systems and planets that are in the game. They're pretty much irrelevant, but they do look quite pretty.



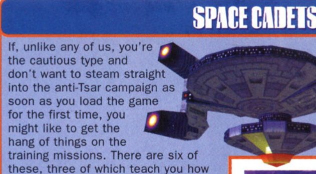
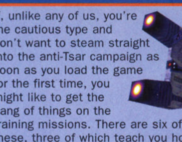
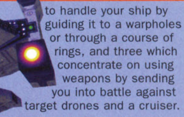
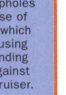




GUNS AND ROCKETS

You get to fly several different ships in *Colony Wars*, ranging from pantsy little rocket ships with next to no armament, to meaty starfighters, bristling with exotic winglets and weaponry. Once at the controls your objective is usually to destroy whatever gets in your way, but to do that can require careful use of weaponry. To destroy some ships, it's best to start by stripping their defences with your anti-shield laser or an anti-shield missile. If it's a smaller ship you can then rip it to pieces with your regular lasers, the more powerful scatter guns and plasma guns, or perhaps a nice homing missile. With bigger ships, though, it's wiser to disable your target first with an EMP (electro-magnetic pulse) cannon which disrupts the ship's systems. When it's finally lying prone, deliver the final killing blow as quickly as possible. If you dawdle, the crew may repair the damage and blast you to bits. THEN you'd look stupid.

SPACE CADETS


If, unlike any of us, you're the cautious type and don't want to steam straight into the anti-Tsar campaign as soon as you load the game for the first time, you might like to get the hang of things on the training missions. There are six of these, three of which teach you how to handle your ship by guiding it to a warpholes or through a course of rings, and three which concentrate on using weapons by sending you into battle against target drones and a cruiser.





Star Trek influence in evidence here. The Navy Cruiser is a mutant Enterprise.



ANTI SHIELD LASER

HOMING MISSILE

EMP GUN



MOLE MISSILE



PLASMA GUN



NOW WE'LL SEE SOME FIREWORKS!

Ah, now. Here's where *Colony Wars* really scores. Once you actually get out there and into battle you get to see some pretty fancy sci-fi blockbuster-style special effects. The weapons look really cool; lasers all have an extra glow on them and the missiles look like sparkling Star Trek photon torpedoes, and leave brilliant trails behind them. Watching a homing missile loop through space after its target, then blast it to smithereens is very satisfying. And as for the explosions! A bright shockwave expands outwards from the stricken ship just before it disintegrates into a streaking shower of triangles. The larger ships are even more spectacular. When they're just about to blow, white beams split the seams between the polygons, then the whole thing explodes in a burst of light. Mmm, yes. Nice.






CVG OPINION

***Colony Wars* easily outclasses some of the duff 3D space combat sims on the Playstation of late, but it's still not perfect. Aside from the boring briefings and tedious movies, the problem is that the missions are either too short or too difficult. With the short ones it feels like you spent almost as much time in the briefing as you did in space, and when I say too difficult I'm thinking of one mission in particular which I'm sure is impossible, or at least unfathomable. I suppose playing LucasArts' PC titles has spoiled me on these games, but even *X-Wing* had more intricate and interesting missions than these. *Colony Wars*' best feature saves it though. Even if the ship design is often derivative and clunky, the graphics are superb, and when they're hooked up to a smooth dogfighting engine like this one you feel like you're playing in some hot new sci-fi movie. Rarely has spacebourne blasting been this spectacular, and if you've always wanted to be Luke Skywalker, or a cheaper facsimile, you should enjoy this.**

PAUL GLANCEY

RATING

The tedious plot and the missions let it down a bit, but the blasting action looks excellent and plays very nicely indeed.





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Time is indeed running out! Blue Byte's latest addition to the *Battle Isle* titles arrives with a wealth of excellent review scores from PC mags. Is it as good as people say?

INCUBATION

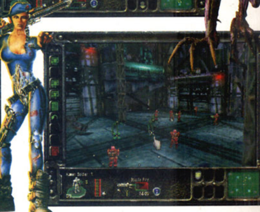
TIME IS RUNNING OUT

The smaller PC developers must be pretty gutted at this Christmas' lineup. *Quake 2*, *Tomb Raider 2*, *Sensi 2000* to name but a few, and all of them established names. And while some of the more 'aged' gameplayers may argue that *Battle Isle* is also a successful brand (which it is) it still doesn't have the same "Cor blimey" appeal as the others. *Incubation* should change that. Because it's a turn-based game, a lot of emphasis is on you to plan ahead. Simply moving characters where you feel like they should go, will result in your imminent death. You also have to plan ahead, and try to anticipate where enemies will appear from. So basically, you need to use your brains and intelligence. If you have any.









SHUT YOUR NORTH AND SOUTH!

The basic moves a character can do are as follows. Once you have control, a number of dots will appear to let you know the positions the person can move to and the number of steps they'll use getting their. Then you choose in which direction to face them in. For instance, you don't want a marine to have his back to a door, because he won't be able to react to the enemy coming through it. Players can also be set to react to any enemy movement, so they'll blast away whenever a baddie moves.













The overhead map highlights enemies location.

THIS IS A WARNING!

One important thing to remember is that your gun can overheat if you fire too many times too quickly. Once a character is highlighted some bars appear at the bottom of the screen which show energy and the temperature of your gun. Once the gun overheats, you cannot fire for a couple of goes and you're a sitting duck.



CVG OPINION

It took me a little while to get into *Incubation*. Once you have learned that wading in with all guns blazing may be fun for a little while but means that you don't last for very long then the real pulling power of *Incubation* comes through. Trying to come up with the best positions for you troops, deciding whether to send the jet pack guy off alone or defending a last gasp ambush. It's so compelling that you feel as though your a real life soldier. The only gripe is that I did find the controls a little confusing at first, and not having the instant accessibility may put some people off. But those with patience will love it!

STEVE KEY





RATING

The Blue Byte portfolio is looking very healthy at the moment, and Incubation is the most compelling release to date. Top stuff!



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HIGH FIVE! HIGHEST CVG RECOMMENDATION

FIGHTING GAME	BY CAPCOM
NOV RELEASE	1-2 PLAYERS

- PRICE £44.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL 0171 368 2255

Take *Street Fighter*, add some of the greatest comics characters of all-time, introduce awesome 2D visuals and preposterous combos. What do you have? *Marvel Super Heroes*!



They said it couldn't be done. *Marvel Super Heroes* is Capcom's most advanced 2D fighter to date. The original arcade game features the best animated characters and most packed backgrounds ever featured in a coin-op. In spite of this, Capcom have prevailed with a stunning conversion.

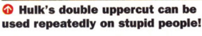
The basic premise is *Street Fighter 2*, with outrageous extras. The game features the same wear-down-the-energy-bar gameplay but with a highly advanced, yet easy to get into combination system along with Infinity Gems – power-ups that can tip the balance of power in any given situation. But the premise of this game – just the thought of pitting Spider-Man against Wolverine or Iron Man against Doctor Doom – is what provides unparalleled appeal! Excelsior!










Hulk's double uppercut can be used repeatedly on stupid people!

I CAN DO ANYTHING A SPIDER CAN! OH NO, THAT'S NOT ME...

SATURN VS PLAYSTATION

Marvel Super Heroes isn't a totally perfect conversion on either Saturn or PlayStation. Both versions are missing some animation (the PlayStation game in particular loses lots) and there is some slowdown too. Here are the pros and cons of each version:

SATURN

PROS

- More animation than the PlayStation version.
- Overall it's a fair bit faster too.
- Compatibility with the 1MB RAM cart for near arcade perfect animation.

CONS

- The computer players in the one-player mode are very easy to defeat
- There is some slow-down when certain characters are played on certain backgrounds.

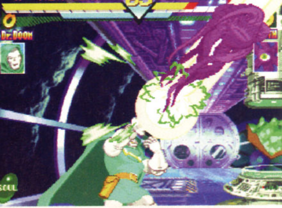
PLAYSTATION

PROS

- The fact it's there at all after the cancellation of *X-Men:Children of the Atom*!
- More intelligent computer controlled fighters in one-player mode.
- It's the only 2D fighting game in its class worth buying.

CONS

- The amount of slowdown with the big characters is a lot more intrusive on this version.
- You can't really use the basic Sony pads with a combo system this intricate.
- There is a lot of player animation missing.



What defence does a slimy purple squid have against Dr Doom's immense power? None.

"RICHARDS! CURSE YOU RICHARDS!"

There's no doubt that *Marvel Super Heroes* is a finely tuned gameplay experience, with some of the greatest of Marvel's heroes (and indeed villains). But one question haunts the CVG Hive Brain: where are the Fantastic Four? What on Earth are Blackheart and Shuma Gorath (nobodies from the Marvel Universe) doing here when Mr Fantastic, the Thing, the Invisible Woman, and the Human Torch would be so much better! After all, having Doctor Doom without Reed Richards just isn't... right.

AERIAL RAVE!

Aside from speed, the one thing which sets *MSH*'s gameplay apart from the *Street Fighter* series is the Create-a-Combo system. This allows for some of the most incredible multiple-hit attacks ever seen! *X-Men: Children of the Atom* was cool, but *MSH* really scores with its Aerial Rave system. Certain moves power your opponent up into the air... and you can follow them up and continue the combination carnage! Ten hit Aerial Raves are commonplace, but some characters (such as Wolverine) take the system to the limit!








Expect a fight between Blackheart and Thanos to make your console creak under the pressure! Nyaaaaaah!

Spider-Man is one of the best characters for speedy chain combos like this.



2ND OPINION

***Marvel Super Heroes* initially seems like a basic fighting game, simply because it's so easy to get into. But play it a lot and you'll find that it's one of the most intricate around, as well as one of the most fun. The graphics are astounding, especially on the Saturn with the RAM cartridge, though I was surprised how brilliantly the final PlayStation version turned out. Awesome game.**

ED LOMAS

"NEED? DOOM... NEEDS... NO-ONE!"

If the ten standard characters aren't good enough for you, *Marvel Super Heroes* also features two boss characters to get to grips with (and you can play as them if you know the code!) along with a further secret fighter! So what's the deal? Read on...

DOCTOR DOOM

The greatest super villain in the history of comicdom – Doctor Doom is a frankly stunning character. Capcom have modelled all of his moves on technology the character has used in his many battles against the likes of the Avengers, Spider-Man, and the Fantastic Four. In human hands this ruthless dictator is unstoppable!

THANOS

The main villain in *Marvel Super Heroes*, Thanos intends to wipe out all life in the universe. And why not? He's got a huge range of special moves (some activated just by using normal button presses), but the real power behind Thanos is that he has a devastating array of supers – one per Infinity Gem!






Psylocke can play tricks on her opponent's mind.

Mid-air combos like this are known as Aerial Raves.

ANITA

Donovan's friend from *Night Warriors* also makes an appearance in *Marvel Super Heroes*. Considering how tiny she is, she really looks out of place in the huge sprite festival that is *MSH*. She readily summons demons to do her bidding, including Gouki (Akuma) from the *Street Fighter* series. And she has a 98 hit super!





CVG OPINION

I love *Marvel Super Heroes* (it's easily my favourite fighting game) and these conversions are frankly fantastic. Senses shattering, even. Capcom have done a marvellous job in bringing the coin-op's stunning visuals to the home machines and the gameplay survives 100% intact. There are some problems with both versions of the game – look at the Saturn vs PlayStation box for the full monty – but you can't fault the overall experience. In fact, having played the coin-op recently, it's a wonder that ANY translation of this standard-setting game was possible at all! While the *Street Fighter Alpha* games are brilliant, I prefer *Marvel Super Heroes*' over-the-top approach. These iconic characters, combined with Capcom's beat 'em up know-how, are the basis for what is undoubtedly one of the greatest 2D fighting games EVER! To be frank, it's an affront to your console if you don't buy this ace game.

RICH LEADBETTER



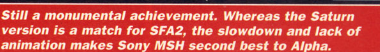
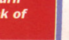

Capcom achieve the impossible in bringing this brilliant coin-op to the consoles. The Saturn version is better overall, and stands besides SFA2 as the best 2D fighter.








Still a monumental achievement. Whereas the Saturn version is a match for SFA2, the slowdown and lack of animation makes Sony MSH second best to Alpha.





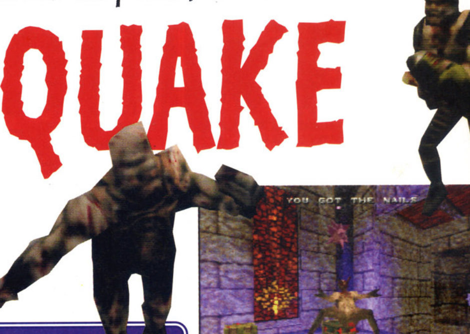





Over a year after its release, PC *Quake* remains CVG's most played game and now the first console conversion has arrived! But can the Saturn's three-year-old technology handle the power? In a word: YES!

QUAKE

Whenever you first load up *Quake* on PC, the first thing to grab you are the ground-breaking graphics – the stunning animation, the lighting, the shadows... it's amazing! Get into the game proper and you find a really cool survival shoot 'em up. Then play it multiplayer and prepare for your life to change forever! The thrill of one-on-one battle or the bloodbath of a 16-player DeathMatch – that's why we're still playing the PC version now. That's why the phrase "gunned down like a stinking pig" still holds relevance in the CVG offices, even today. The Saturn version of *Quake* is a miracle. It has everything you'd want from the PC version plus new lighting... All the graphics, all the monsters, all the levels, all the blood – it's got the lot. EXCEPT the multiplayer mode. So how good is it then?

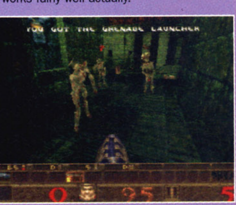


MONSTER IN MY TROUSERS

The issue of the enemies in *Quake* has dogged the Saturn version throughout its development. Now the game's complete, it's easy to see where Lobotomy were forced to make a compromise. To keep the speed up, monsters teleport in to replace fallen comrades, or appear suddenly out of the shadows, that kind of thing. We played an older version that didn't have this "feature" and sometimes the slowdown was unbearable. Teleporting monsters keeps the speed up and introduces a much-needed element of surprise to keep you on your toes. It works fairly well actually.



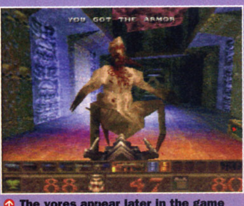
You can see here how the enemies teleport in to save processing power.z



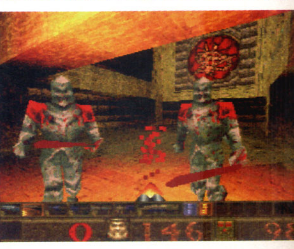
Make sure you gib the zombies with a grenade or they'll keep getting up!



When they get this close, the ogres use chainsaws to hack at you!



The vores appear later in the game and are particularly nasty.





Firing a rocket too close to your target is a bad idea. The explosion flashes the screen red and doesn't help your health and armour ratings.



LOBOTOMY"S SECRET

Just as in *Duke Nukem 3D*, Lobotomy couldn't resist implementing some of their own fearsome designs into this conversion. All of the original PC secret levels have been removed, replaced with Lobotomy-spawned creations. This means we miss out on the smart low-gravity Ziggurat Vertigo level from the PC game, but trust us: Lobotomy know how to get the very best out of their *Quake* engine and what you get to see are some pretty senses-shattering levels. Oh yes.



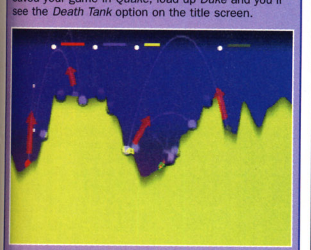


This is Chthon, the boss at the end of the first episode. As soon as you grab the rune, he appears out of the lava and throws things!



AND REMEMBER

The easiest way to get to play *Death Tank* (Lobotomy's incredible SEVEN-PLAYER Saturn multitap game) is to buy both *Quake* and *Duke Nukem 3D*. Once you've saved your game in *Quake*, load up *Duke* and you'll see the *Death Tank* option on the title screen.





2ND OPINION

Quake is definitely one of my favourite games of all-time. It may not have loads of innovative features or anything particularly original, but the gameplay is tuned to absolute perfection. The way your character moves, the weapon design, the whole look of the game is magnificent. Although the Saturn version is a fantastic conversion (better than any of us ever thought possible), it loses a lot of the feel of the PC game. The "enemies teleporting in" trick works well, but is fairly noticeable in the earlier levels. *Quake* was never as good as *Duke Nukem 3D* in one-player mode, and it really shows when you play the Saturn versions of the two. Although *Quake*'s more impressive, *Duke* is faster and better value for money for the single player. If you're a fan and have the money, get both and you won't be disappointed.

ED LOMAS

LIGHTING GUN

The lighting in *Quake* is one of the features of the game that actually improves on the PC version. Coloured lighting (which is in PC *Quake 2* if you have a 3Dfx card) is the main area of improvement. Muzzle flash lights up the surrounding scenery and enemy fire does likewise. The most spectacular effects you get are from the power-ups such as Quad Damage and the Pentagram of Protection. Sometimes it all seems a bit too much for a dark game like *Quake*, but technoheads are bound to be seriously impressed.



CVG OPINION

Last issue CVG rightly proclaimed that *Duke Nukem 3D* was the greatest possible conversion you could have hoped for... Saturn owners really have been spoiled rotten. And the spoiling continues apace with this awesome *Quake* conversion. Just seeing the Saturn handling graphics of this quality is cool enough, but the really great thing is that this game actually PLAYS like PC *Quake*. You can even perform the useful Rocket Jump (looking down, jumping and firing a rocket at the ground – the blast sends you flying much higher into the air than usual). The overall experience is just uncannily similar to the PC original, it's er... uncanny. The fact that there is no DeathMatch (which makes the PC version the best game ever) is a bitter blow. The Saturn could have handled it with a link-up cable and without it, it has to be said that *Duke Nukem 3D* is the better buy. But look – it's *Quake* on the Saturn – it's a bloody miracle it's even here in the first place! And yes, the single-player mode is good enough to warrant purchase. So be my guest. Buy it... and feel the power!

THE MASTER

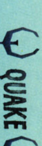
RATING






Amazing graphics, ace gameplay and cool sounds. Only the lack of multiplayer counts against this otherwise mind-bogglingly good game.



REVIEW



NINTENDO 64	ACTION PUZZLE	BY HUDSON SOFT
	OUT NOW	1-4 PLAYERS

- PRICE £59.99
- BOMBERMAN'S BEEN ON TONS OF SYSTEMS
- NEW PLAYSTATION & SATURN ADVENTURES COMING SOON
- STORAGE: 64 MEG CART
- RELEASED BY THE GAMES TEL 01703 653377

On a console full of pseudo-remakes of 16-bit classics, the illustrious *Bomberman* steps forward – and is about to be transported into another dimension – the third one!

BOMBERMAN 64

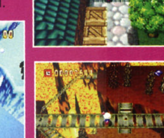
Bomberman has had a busy year! The updated version of the ever popular SNES game took a long time coming, but when it finally did, it was in all shapes and sizes. First we had the excellent Saturn version, then the not so cool *Atomic Bomberman* on PC, there was even a key ring game for the hardcore fans. This latest Hudson offering sees our cute little hero in 3D for the first time, ready to take action and save his home planet from the assortment of baddies yet again.

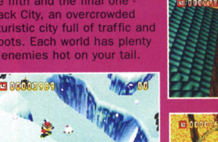


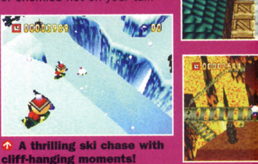
STEP INTO MY WORLD

You can choose in which world you wish to start your game. Ancient Green Garden has Aztec pyramids full of labyrinth-like passages and hidden power-ups. White Ice is snow county with blizzards, avalanches and slippery icy surfaces (watch out for baddies on skies, 007 would have troubles getting rid of these!). Red Mountain a volcano land with melting lava rocks, narrow passages and secret rooms. And Blue Resort features a medieval castle surrounded by lovely, but deadly water works. Once you've completed the first four worlds you can enter the fifth and the final one - Black City, an overcrowded futuristic city full of traffic and robots. Each world has plenty of enemies hot on your tail.







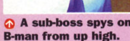


A thrilling ski chase with cliff-hanging moments!

THE CUTE, THE BAD AND THE UGLY

Bomberman's worlds sure look pretty, but behind it all are many enemies who'd love to see you cross-eyed. Each world of course has its own boss, each boss has numerous minions. Some of them are very cute, like butterflies, penguins and squishy jelly things that merely knock you unconscious, which can be potentially dangerous (when you're on the edge of a cliff and this happens). When you complete the first level of each world you have to defeat the sub-boss to continue. Sub-bosses look like full-armoured robotic knights and are fairly easy to defeat. The main bosses include a giant ice spider and a fire-breathing dragon. Main bosses all have special moves and all you have is a couple of measly bombs – better start working on your tactics.





A sub-boss spys on B-man from up high.



A spidery main boss, with crab-like pincers.



We say bring back boss Egg Birdon.

B-BOY FIGHTING THE FREAK FREAK

This is *B-man*'s first outing in 3D and it is somewhat reminiscent of *Mario 64*. Bomberman has to travel through five different worlds – each containing multiple levels – searching for the bad guys and defeating them to proceed. He also has to find different coloured crystals hidden around the stages. Some bring points and some open up later levels. Depending on how brave you're feeling, you can play *Bomberman* in easy or hard mode. There are plenty of power-ups during the game, so make sure you pick them up, you never know what might come in handy!







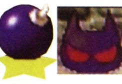
YOU SURE THIS IS THE B-MAN?

The game itself is much more difficult than any of its predecessors, there are many secret passages, hidden doors leading into hidden rooms, levers to pull and things to work out in general. But you do get help in the shape of a big yellow bird, who is present on each level to give you advice. The camera angles you have to change yourself, and this can be pretty annoying. It's sometimes very hard to see where you have to go, and you can't zoom the camera out to see the whole level, or even have the luxury of a map to help you.


A tree, but where is the B-man hiding?


He was there all along. Stupid camera!

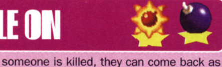

Hurrah, for the big yellow bird and his help.

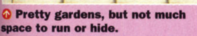





BATTLE ON



The best part of previous *Bomberman* games was always the battle mode. In this N64 version more attention has been paid to the game mode, so there are only six different battle stages and a four-player game here. If you've played the High Ten *Saturn B-Man* mode you might think this isn't much, but the battle stages are all 3D and feature multiple levels. Once someone is killed, they can come back as ghosts and try to stop the other players from winning. You can also team up and fight only against the opposite team. In this mode you have an infinite number of lives and the aim is to explode all of the other teams' crystals. And don't forget that the bombs don't explode in squares anymore - plenty of nasty surprises there!



Pretty gardens, but not much space to run or hide.


Oil Rig. It looks cool though it's far too small.


Aztec temple. There's only a few crates so get 'em quick.


An arena of death. Mayhem, total mayhem!


Old library. Get out before the walls close in.


Grass-hopping. Hey, someone get a lawnmower.

SO WHAT'S NEW?

Bomberman is an old formula: take an appealing little character, give him some bombs and some bricks to explode and have fun. Could this be interesting again? Well, *Bomberman 64* has got some news for you: first of all, our hero can use his bombs to jump across platforms, much like a trampoline. He can also stack them on top of each other to reach obstacles and power-ups that are normally too high. You start the game with two bombs instead of one, and you don't need a glove in order to pick up, throw or kick bombs, so this saves you a lot of searching. There are standard black bombs and red nuclear ones for more impact. You can hit your enemies with a bomb and knock them unconscious for a few seconds. Just enough time to pick them up and do with them as you please. In the battle mode you can pick up and pester other players.








CVG OPINION

Bomberman 64 took some getting used to – it's the same concept as the previous games but it lacks some of the simplicity and gameplay. Since Hudson have done such a good job on *Saturn Bomberman* earlier in the year, I found myself comparing the two and *Bomberman 64* doesn't live up to it. The graphics are good, but the fact that you have to change the camera angles yourself all the time, just doesn't help the game. The battle mode, my favourite Bomberman part, is far too short and the battle stages too similar to *Mario Kart 64*. Still, after the initial disappointment I enjoyed the game, not as much as I expected, but it's still fun. Younger fans of *Mario 64* will undoubtedly love the new adventures of *Bomberman*, but they left me yearning for more.

IRENA POGARCIC

RATING






Bomberman 64 could have been a much better game. It lacks originality and doesn't do its predecessors enough justice. Fans beware.




PC CD ROM — YOU DON'T KNOW JACK

You Don't Know Jack is a quiz game for up to three players. You each have a "buzzer" on the keyboard and go through various rounds answering all sorts of questions. Although they're all of a comical nature, they still require you to have a fairly well-tuned brain. Most questions are multiple choice, but there are quick-fire bonus rounds and some where you must type answers. The voice of the presenter is done by Paul Kaye (used to "do" Dennis Pennis) but the sense of humour is really forced on you the whole way through. It's also the kind of humour that will only appeal to 35-year olds who think Hale and Pace are funny. *YDKJ* would make a great after-pub game, but there aren't going to be many people who will want to bother setting up their PC after a drinking session. It can be a lot of fun, but isn't worth the money for most people.
ED LOMAS


QUIZ SHOW
OUT NOW
BY BERKELY SYSTEMS

1-3 PLAYERS

- PRICE £29.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY BMG
- TEL 0171 384 7500

Uh... dunno. Quick! Press you buzzer and "screw" someone to force them to answer!

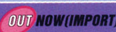






MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

It sounds like it could great – taking a popular *Mortal Kombat* character and explaining his background story through a scrolling adventure game. Unfortunately, it's been put together about as badly as possible. It looks stupid, for a start. The characters are digitised like the other *MK* games, but have really terrible animation. The controls are awful – you have a button to turn around, but often get turned around during fights, leaving you open to attack. The levels are badly designed, with sudden-death traps which give no warning at all, moving platforms which require complete luck to get on, and bits where you have to make leaps of faith off the edge of a screen and hope for the best. The intermission movies are cheesy, but have the best-quality FMV I've ever seen on console! The short *MK4* preview movie's good, but *MK* Mythologies is overall one of the most badly-designed and annoying games for the last 20 years. Absolute crap. **ED LOMAS**


FIGHTING ADVENTURE

OUT NOW(IMPORT)

BY MIDWAY

1 PLAYERS

- PRICE £IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MIDWAY
- TEL IMPORTER






You won't believe how completely appaling this game is. It could be the worst game ever.





PC CD ROM — JEDI KNIGHT: DARK FORCES 2

Jedi Knight is a game I've been waiting for since the first *Dark Forces* came out. Although it was excellent, there were so many possibilities for a Star Wars corridor game. The enemies are now properly 3D instead of the sprites in the first game, but there's something very unstylish about some parts. Kyle's hands when he punches, and the passive computer characters who slide around like Weebles are very strange. The later levels look a lot better especially when running on 3Dfx, and the third-person view also helps the look of the game. To begin with, the game seems pretty poor, but as you play and gain more Force Powers it gets a lot better. The plot draws you in and the levels get more and more imaginative (and bigger and bigger), and it becomes far more "Star Wars". There are better corridor games on the PC, but *Jedi Knight* will certainly keep fans happy.
ED LOMAS



CORRIDOR
OUT NOW
BY LUCASARTS

1-8 PLAYERS

- PRICE £ 29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255







This is about where *Jedi Knight* really picks up. Good levels, Jedi powers and the Empire!






RISK

The classic board game of world domination with loads of new bits. As well as the original modes, there are plenty of options which you can change to customise the game completely. You can play on more local maps, like Europe, which is divided into loads of separate areas for variety. Or you can play in the excellent new mode, *Ultimate Risk*, which adds things such as varying terrain, generals who can command more men, new weapons, and more, making it more of a strategy war game. Also, instead of the *Ultimate Risk* battles relying on dice rolls, they are won or lost depending on your strategic position, terrain, battle techniques, etc. The graphics are very basic but stick to the traditional Risk style well. PlayStation *Risk* is most likely to appeal to big fans of the board game who want something more, rather than those who've never played before.
ED LOMAS


BOARD GAME
NOV RELEASE
BY HASBRO
1-4 PLAYERS

- PRICE £ 34.99
- PC CD-ROM VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY HASBRO
- TEL 0181 744 5783



The grey flags represent rebels in *Ultimate Risk*. Attack with a general and crush them!

MINI REVIEWS




MONOPOLY

Everyone knows *Monopoly* – it's one of the best board games ever. Unfortunately, this is completely the wrong way to make it into a video game. Unlike *Risk* there are no new game modes, only options to let you set up whatever rules you're used to playing (including the Free Parking gets all paid fines rule). The game looks rubbish, as you'd expect, but it's also really badly worked out. All the menus take ages to go through, and setting up deals is such a boring process you can hardly be bothered. The computer intelligence is the one thing they needed to get right, but it's rubbish. I bought Park Lane for £350 then got offered £150 straight after by a computer player. He then went on to lower his offer every go from then on. There's no reason to buy this over the board game whatsoever.
ED LOMAS


BOARD GAME
NOV RELEASE
BY GREMLIN

1-4 PLAYERS

- PRICE £ 34.99
- PC CD-ROM VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY HASBRO
- TEL 0181 744 5783



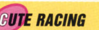
Another reason this is worse than the board game – you can't steal money from the bank.



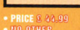



MOTOR MASH

Another pretender to the *Micro Machines* throne. *Motor Mash* borrows from all the similar titles but offers nothing new. The game looks great with some very nice graphics, but excitement is nowhere to be found. We've seen and played this type of game many times before that you always know what's coming next, so there are no real surprises. The usual range of courses are on offer including the Wild West, the frozen Arctic and the Amazon jungle. The fact that races are viewed from an isometric angle, which results in the race often being obscured by track side objects, does not help proceedings. The selectable drivers themselves are the usual bunch of stereotypes, including a soldier who drives a tank – now there's a surprise. *Motor Mash* is a good example of a game that could have been great, because the groundwork is there. What we're left with is a pale imitator of what is one of the best games on the market. **ALEX HUHTALA**

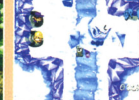

CUTE RACING

OUT NOW
BY OCEAN

1-4 PLAYERS


- PRICE £ 44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY OCEAN
- TEL 0161 832 6633







The monster mash was a graveyard smash. *Motor Mash* isn't as good as that classic song.






NHL 98

I've always been a bit partial to the latest *EA Hockey* installment, and can safely say that the '98 incarnation is the best for a long time. First off, and most importantly EA have had the good sense to ignore the pressure from the NHL, and have put the fighting back in. The speed of the game is the best since the introduction of polygons to the sports range, and the camera angles work. Angles and indeed coaching options can also be changed during play, so there's no having to pause and access numerous menus to get the results you want. Instead these commands are now a simple button push away. Everything about this game is better than last year's offering, with lots of new options including shorter seasons, plus commentary that actually seems to work for a change. If you haven't enjoyed a hockey game since the first *EA Hockey* sequel, then I suggest you seriously take a good look at this – you'll be surprised.
ALEX HUHTALA

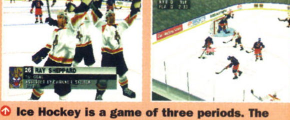

ICE HOCKEY
OUT NOW
BY EA SPORTS

1-8 PLAYERS

- PRICE £ 44.99
- PREDECESSORS AVAILABLE
- PC & SATURN VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442







Ice Hockey is a game of three periods. The boys done good, even if they are wearing heels.





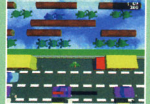

FROGGER

For those familiar with the name, yes this is THAT *Frogger*. The classic Sega coin-op-cum-hugely popular computer game of the 80's. Now it's back, but on PlayStation bizarrely, not Saturn. And things have changed a bit too. In fact this is more like Super *Frogger*. For a start all the graphics are now 3D, although the action is still viewed from above. While the game opens with a series of stages built around the original 'cross-road-use-logs-to-cross-river' levels, it soon transforms. Before long you're hopping up hills, down fast flowing rivers, through dog-filled kennels, over clouds and through factories. Risky tampering, but the result works. Fortunately Hasbro have kept the gameplay much the same – you're still dodging everything and finding Frogger's kids. Four-player mode adds new techniques, like standing on other players so they can't move. Good solid fun, the only thing is, it's very tough!
TOM GUISE

PLATFORM
OUT NOW
BY HASBRO

1-4 PLAYERS

- PRICE £34.99
- CLASSIC COMPUTER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY HASBRO
- TEL 0181 744 5783





***Frogger*'s good fun in one-player mode, but four players at once it's even better!**

HIGHWAY STAR

Just how accurate is Codemasters' *TOCA Touring Car Championship*? "Dangerous" Ed Lomas went to the fantastic Brands Hatch racing circuit to find out.

The beautiful Kent countryside. Twittering birds, mooing cows, fluttering butterflies AND NOISY HIGH-SPEED CARS SCREAMING ROUND BRANDS HATCH! Ed was at one of the most famous race courses in the country to find out how close to the real thing *TOCA Touring Car Championship* is.







1. PREPARE TO QUALIFY!

"The first challenge of the day was driving a BMW around the Brands Hatch Indy circuit – the short version of the track used for most races, including the Touring Car ones. After being harnessed into the driver's seat, I thought it only fair to tell the expert next to me that I hadn't driven for over three years. The expert didn't care. He only started to care when I nearly drove into the pit lane wall.

After a few laps of tuition, learning the braking and turning points of each corner it went a bit smoother, gradually picking up speed each time round. It's simple really – brake in a straight line, turn into the corner later than you'd expect, clip the kerb at the apex and accelerate through. It's also a lot of fun. After thinking that I was driving around the circuit as quickly as was possible, I was proven wrong by the poor expert who had been stuck in the car with me. He took control and went round so quickly my guts nearly came out of my ears. Even better fun!"

The Pit Lane

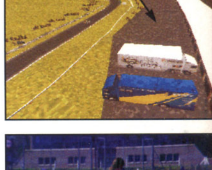
This is where Ed nearly drove a BMW into a wall.



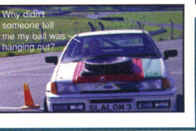
A speedy Formula First car. Ed wasn't allowed to drive these.

2. THE SLALOM

"The second 'event' involved a small car with a bowl fitted to the front. In this bowl was a ball. If the ball rolled out of the bowl while driving around a slalom course, you had to stop the car, get out, put it in and get back in the car. The idea was to drive smoothly, keeping the ball in the bowl. My incredible lack of control was demonstrated as I shot forward past one cone, dragged the next one under my rear wheel, then stopped suddenly to get rid of it firing the ball off my bonnet. After spluttering around losing the ball many more times, I got back to the start with the worst time of the day. It was good fun though."


The Slalom Course


Who put that cone under my wheel? How inconsiderate.



Why didn't someone tell me my ball was hanging out?

3. THE AUTO TEST

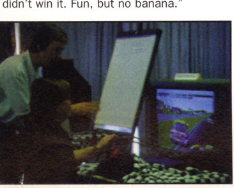
"Similar to the 'ball-in-bowl-on-bonnet' thing, this involved driving a cooler, faster car around a more complex slalom course. After chugging away from the start and going through the cones, I reversed quickly through some more and put the car in first gear. Nearly. In fact, I missed first gear on two attempts as I rolled backwards towards the thin fence seperating me from one of the fastest parts of the circuit. I eventually found first gear and sped up the hill with my tyres screeching, clouds of smoke billowing off them. Great fun!"

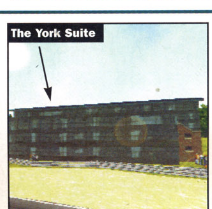




4. THE GAME

"After a hard morning of speeding around in real cars, we went to the trackside York Suite for a go at Codemasters' simulation of the course in *TOCA Touring Car Championship*. Though I'd not played the game before, the driving technique and braking points I'd learned out on the track worked perfectly in the game, allowing me to get round the virtual circuit with no bother. Unfortunately, although I was hoping to save myself from complete embarassment by doing well at the game, I didn't win it. Fun, but no banana."

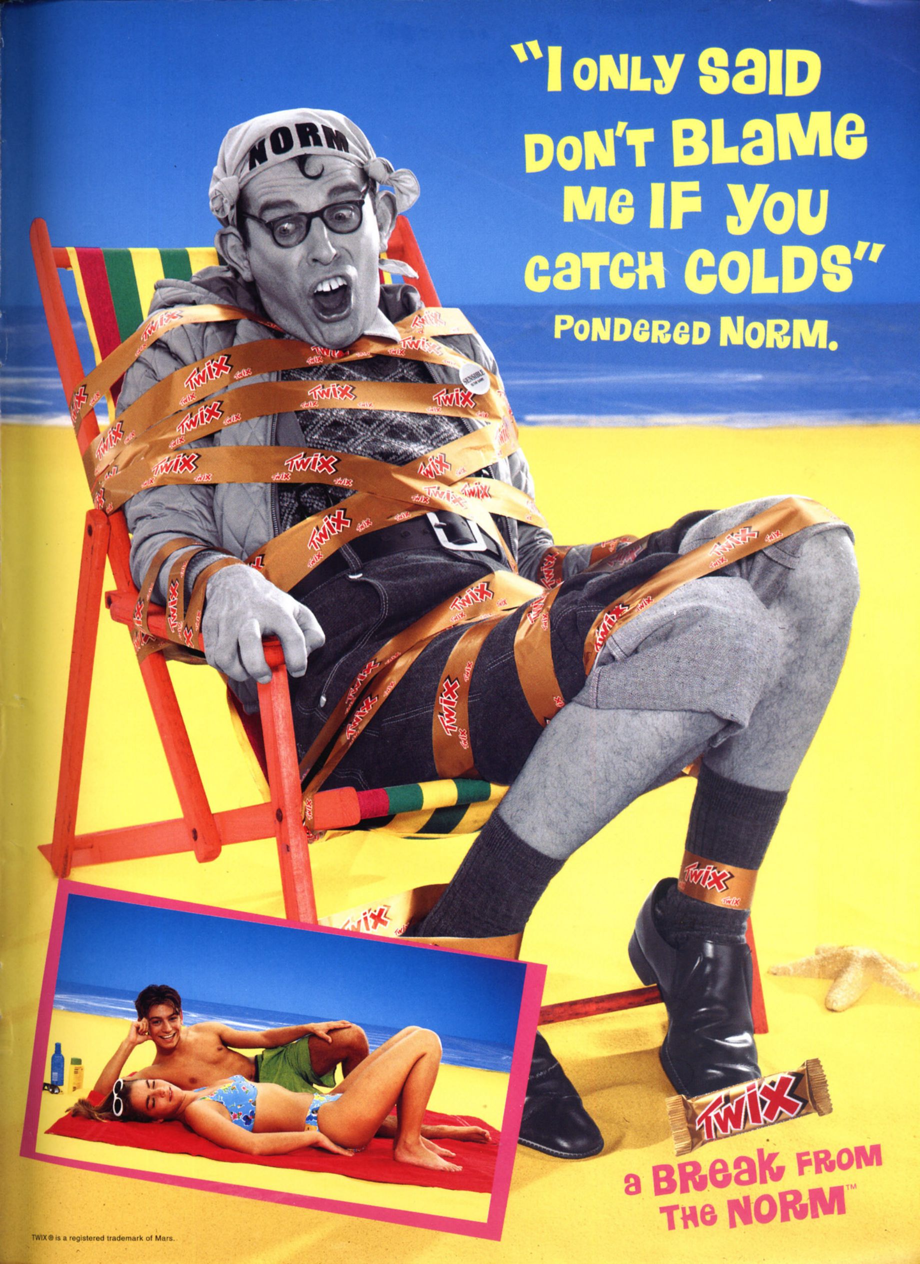



The York Suite



THE VERDICT

Ed's rubbish at driving, and *Touring Car Championship* is extremely close to the real thing. Simple.


"I ONLY SAID DON'T BLAME ME IF YOU CATCH COLDS"
PONDERED NORM.
NORM
TWIX
a BREAK FROM THE NORM™
TWIX® is a registered trademark of Mars.


PlayStation


PC
CD


EIDOS
INTERACTIVE



FREEPLAY

NAMCO'S FIRST MOVIE! AND IT'S A SOPPY LOVE STORY?!?

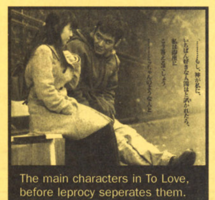
A few months back, we reported on how Namco – creators of *Rage Racer*, *Time Crisis* and the *Tekken* series – had entered the film industry. Now their first big-screen blockbuster has been released in Japan. Not a computer-generated action flick at all, but a love story called To Love, featuring real performers...

From October 4th, cinemas all around Japan started showing the critically acclaimed movie. After several months of TV interviews and magazine articles with and about the producer, and the film's stars and story, the movie has been well received by the general public. This year several Japanese movies have won major international film awards and "To Love" is likely to continue this trend with a deeply emotional and thought-provoking theme.

CVG were invited to the press showing of this major Japanese film by Nikkatsu. Although this name is not yet well-known outside Japan, this film company is actually a subsidiary of Namco. Our Japanese correspondent told us his impressions.

"Although one might believe this is just another love story, it's not the typical love story that one would expect. Love is a generally over-used word which can be used to describe your favourite food or your dearest friends. However, the nuance that this movie takes is much deeper and depicts the heroine as someone who loves in a tragic way, as the movie unveils the darker side of its plot.




The main characters in To Love, before leprocy seperates them.

The beauty of this movie lies in its simple but moving story, which gives the viewer the time to feel their emotions and empathise with the characters. To reveal too much would ruin this effect, so I'll limit myself to saying that Miki meets and falls in love with Atsuro. However, Atsuro – who doesn't at first feel anything for her – only begins to realise he loves her after she is wrongly diagnosed as suffering from Leprosy and is sent away to an isolated hospital. Among the fear and prejudice a new love is born. A love that is both splendid but ultimately tragic. "To Love" is a great movie which I can recommend to anyone."

Love? Leprosy? Isolated hospitals? Surely Dr Boskonovitch from *Tekken* must be behind it all? Actually no. However, Namco teamed up with SCE and Polygon Pictures earlier this year to create Dream Pictures Studio Inc. A new world class studio capable of producing digital images which will challenge the Hollywood-dominated industry of high-tech computer graphics. It's from this studio that we'll probably see the kind of computer-generated action set-pieces that are Namco's trademark. In the meantime Namco fans, you're just going to have to seek out To Love.

READERS MOST WANTED CHART

The games that you're demanding above all others. And the girl Lara has held off the hot competition once more.

1	TOMB RAIDER 2	PS/SAT
2	RESIDENT EVIL 3	PS/SAT
3	FINAL FANTASY VII	PS
4	ZELDA 64	N64
5	TEKKEN 3	PS
6	TIME CRISIS	PS
7	VF3	SAT
8	GOLDENEYE	N64
9	64DD	NINTENDO
10	NEW SEGA CONSOLE	SEGA

Putting up a good fight this month, but not quite Top Ten: *Grand Theft Auto*, *GTi Club Rally*, *House of the Dead*, *Sonic R*, *Metal Gear Solid*, *Super Mario 64 2* and *NiGHTS 2*. This month's silly ones are Theme Chinese Take Away, Theme School (no thank you), Virtual Pub Crawl and even Essex Fighter getting some requests. More serious requests were for a bigger platinum range and a new *Sonic* game from Sonic Team. Remember keep sending your entries, or we'll print four pages on Barbie Fashion designer next month.

Contents

THE LUKE-WARM RUMOURS SECTION! SCORCHIO!

It seems *Scud Race* won't be coming to Saturn (or PC), because it's not allowed! Word has it Sony have total rights to any 32-bit games featuring Porsche, and *Scud Race* features one. That doesn't stop it coming out a new 64-bit or even 128-bit system though.

Core are doing *Scud Race* on the new Sega system. It seems they won the contract by showing Sega a demo of the game running. Sega were so impressed, they handed them the contract.

Latest word has it that Tantalus (makers of the not so great Saturn *WipEout*, *Manx TT*) are doing *House Of The Dead* for the new Sega machine, not Lobotomy as we previously thought.

The release of *F1'97* on PlayStation has been delayed in the US, and Sony currently aren't distributing any more copies over here. It seems this is due to a licensing problem which should be sorted out soon. If it isn't though, they might become collector's items.

Meanwhile, the original Sega arcade team, AM1, are said to be doing Saturn *House of the Dead*. Other sources though, say Sega have them working on something else, a newer project...

GTi Club Rally is in development on PlayStation and Nintendo 64. The Nintendo 64 version will include the four-player modes, including the bomb-passing Tag Mode.

Quake 2 promises to expand on *QuakeWorld* to unprecedented proportions. There's talk of multiplayer armies in the game, with up to 200 players in full-scale outdoor battles. Players will be ranked too, and officers can give orders to the grunts. The better you do, the higher you move up the ranks.

The Nintendo 64 could well drop in price to just £99 very soon. We certainly hope it does.

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	NE	FORMULA 1 '97	PLAYSTATION	PSYGNOSIS
2	NE	C&C: AFTERMATH	PC CD-ROM	VIRGIN
3	12	NUCLEAR STRIKE	PLAYSTATION	EA
4	2	ABE'S ODDYSEE: ODDWORLD	PLAYSTATION	GT
5	15	QUAKE: REPLAY	PC CD-ROM	GT
6	7	TOTAL ANNIHILATION	PC CD-ROM	GT
7	5	TRACK & FIELD: PLATINUM	PLAYSTATION	KONAMI
8	4	FLIGHT SIM '98	PC CD-ROM	MICROPROSE
9	6	PARAPPA THE RAPPER	PLAYSTATION	SONY
10	9	DOOM 64	NINTENDO 64	GT
11	8	V-RALLY	PLAYSTATION	OCEAN
12	NE	MULTI RACING CHAMPIONSHIP	NINTENDO 64	OCEAN
13	3	HEXEN 2	PC CD-ROM	ACTIVISION
14	4	ACTUA GOLF 2	PLAYSTATION	GREMLIN
15	11	DARK REIGN	PLAYSTATION	ACTIVISION
16	NE	BROKEN SWORD 2	PC CD-ROM	VIRGIN
17	10	THE LOST WORLD	PLAYSTATION	EA
18	17	WORMS UNITED: POWER PLUS	PC CD-ROM	MICROPROSE
19	18	ISS PRO	PLAYSTATION	KONAMI
20	20	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM

JAPANESE MULTI-FORMAT SALES TOP 10

1	**FINAL FANTASY INTERNATIONAL**	**PLAYSTATION**
2	FRONT MISSION SECOND	PLAYSTATION
3	BIOHAZARD: DIRECTORS CUT	PLAYSTATION
4	POCKET MONSTERS	GAME BOY
5	SUPER ROBOT BATTLE F	SATURN
6	EVERYONE'S GOLF	PLAYSTATION
7	SAMURAI SHOWDOWN 4	SATURN
8	REAL POWERFUL PRO BASEBALL 97	PLAYSTATION
9	BREATH OF FIRE 3	PLAYSTATION
10	SLOT MACHINE – COMPLETE CONQUEST: CRANKY PRO	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	FINAL FANTASY VII	PLAYSTATION
2	NHL '98	PLAYSTATION
3	NASCAR '98	PLAYSTATION
4	GOLDENEYE 007	NINTENDO 64
5	NFL GAMEDAY	PLAYSTATION
6	ABE'S ODDYSEE	PLAYSTATION
7	MADDEN NFL '98	PLAYSTATION
8	NUCLEAR STRIKE	PLAYSTATION
9	TREASURES OF THE DEEP	PLAYSTATION
10	MEGAMAN X4	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	QUAKE	PC CD-ROM
2	FINAL FANTASY VII	PLAYSTATION
3	MARVEL SUPER HEROES	SAT/PLAYSTATION
4	GRAND THEFT AUTO	PC CD-ROM
5	PARAPPA THE RAPPER	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	QUAKE	SEGA
2	DUKE NUKEM 3D	SEGA
3	RESIDENT EVIL	SEGA
4	MARVEL SUPER HEROES	VIRGIN
5	SONIC R	SEGA

SATURN IMPORT TOP 5

1	DEAD OR ALIVE	TECMO
2	STREET FIGHTER COLLECTION	CAPCOM
3	SILHOUETTE MIRAGE	TREASURE
4	MEGAMAN X4	CAPCOM
5	ANNEKIN AND THE NIPPON	SEGA

PLAYSTATION U.K. TOP 5

1	TOMB RAIDER 2	EIDOS
2	FINAL FANTASY VII	SONY
3	SF EX PLUS ALPHA	VIRGIN
4	TIME CRISIS	SONY
5	PARAPPA THE RAPPER	SONY

PLAYSTATION IMPORT TOP 5

1	GRAN TURISMO	SONY
2	BLOODY ROAR	HUDSON
3	BUSHIDO BLADE (AMERICAN)	SONY
4	FRONT MISSION 2	SQUARESOFT
5	RE: DIRECTORS CUT	CAPCOM

PC TOP 5

1	QUAKE 2	ACTIVISION
2	CURSE OF MONKEY ISLAND	VIRGIN
3	F1 '97	PSYGNOSIS
4	RIVEN: MYST 2	ACCLAIM
5	GRAND THEFT AUTO	BMG

NINTENDO 64 TOP 5

1	GOLDENEYE	THE GAMES
2	LYLAT WARS	THE GAMES
3	DIDDY KONG RACING	THE GAMES
4	ISS 64	KONAMI
5	EXTREME G	ACCLAIM

NINTENDO 64 IMPORT TOP 3

1	BOMBERMAN 64	HUDSON
2	TOP GEAR RALLY	GT
3	NAGANO OLYMPICS	KONAMI

16 BIT TOP 3

1	RAINBOW ISLANDS	MEGADRIVE
2	STREETS OF RAGE 2	MEGADRIVE
3	MARIO KART	SNES

ARCADE TOP 5

1	SUPER GEM FIGHTER	CAPCOM
2	MORTAL KOMABT 4	MIDWAY
3	TOP SKATER	AM3
4	HOUSE OF THE DEAD	AM1
5	LE MANS 24 HOUR	AM ANNEX

15 PIECES OF GAME MERCHANDISE WE WANT

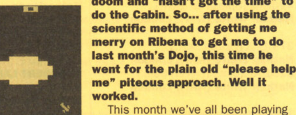
1 *NiGHTS* flying potion
2 Working *WipEout 2097* ships
3 *Sonic* sneakers
4 *Street Fighter 2* keyring
5 Lara Croft chest doorbell
6 *Final Fantasy VII* kitchen knife set
7 Heihachi hair gel
8 *Pac-Man* ghost lollies
9 *Mortal Kombat* advent calendar
10 *Time Crisis* speaking watch
11 *Dungeon Keeper* voice megaphone
12 *Crash Bandicoot* curly straw holder
13 *Quake* symbol embossed trowel
14 *Resident Evil* nightlight
15 *Worms* spaghetti shapes

Rich Leadbetter's

Retro Ninja Reggae Dojo

Welcome friends - yes welcome! The Master here with more retro bits and bobs, games I used to play and god-awful things from videogames' illustrious past which now make me laugh. Ahahah ahahah ahahaaa!

You might wonder where MicroGoblin Dave Kelsall is. Well, the sad truth is that he's only just got back from his ginormous holiday of doom and "hasn't got the time" to do the Cabin. So... after using the scientific method of getting me merry on Ribena to get me to do last month's Dojo, this time he went for the plain old "please help me" piteous approach. Well it worked.



This month we've all been playing *QUAKE* on our lovely big network and I must admit receiving great amounts of pleasure from repeatedly gunning down the disgusting Guise and the omni-impaired Lomas. I butchered them like hogs... like hogs I tell you!

It took me back to the days of *COMBAT* on the Atari VCS. *COMBAT* eh? What a game - you got it free with the machine and you could either play one-on-one games with tanks in a maze, or with biplanes flying around a really blocky skyscape. With game variations like bouncing bullets (you could fire them off walls to get hiding opponents - just like the grenade launcher in *QUAKE*) *COMBAT* was just BRILLIANT! Only then, it was a young, impressionable 8-year-old Master-to-be gunning his brother down like a stinking pig. But from little acorns eh?

COMBAT. Looks crap. Was fun.

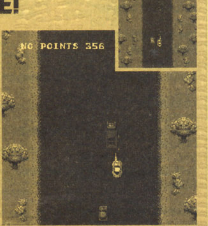
Speaking of being a little kid, if it's school-based japery you're interested in you can't go wrong with the Spectrum classic *SKOOL DAZE* and its awesome sequel *BACK TO SKOOL* (so awesome in fact, that you could ride a bike in it!). This was hilarious stuff. Based in a side-scrolling school you could do everything you ever fancied doing in class, like leaving rude messages on the blackboard, bunking off, that kind of thing. You could even get irate teachers running after you. This was hugely entertaining, original stuff.



SKOOL DAZE. About school!

SPY HUNTER - ACE!

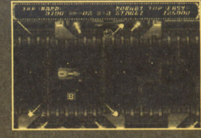
The eighties were a lovely time. Howard Jones, Limahl and Duran Duran regularly popped up on the radio and arcade games, although in their infancy, were still amazing. I mean, take a look at Bally Midway's *SPY HUNTER* - it's flickin' ace! A vertically scrolling James Bond-esque shooter with tons of extra weapons and what-have-you, it remains a classic. God knows why Williams/Midway haven't done a sequel for the nineties. Oh yeah,I know why - it might turn out like *SAN FRANCISCO RUSH*. Urrrghhh...



THE INTERNET'S AMAZING!

For lovers of old games, the Internet is a wonderful place. If you've got aPC, you can get hold some amazing gear - like fully working emulators for just about every console ever, right up to the Mega Drive and Super NES.

I've spent an amount of my spare time (in between murdering the CVG scum on *QUAKE*) playing *HELLFIRE* on the Genecyst emulator (follow the links at EMU news: http://members.aol.com/emu-news). It's brilliant! Some great news too: the people who made the Genecyst emulator are working on one to play CPS-I Capcom games. It only works on *FINAL FIGHT* at the moment but plans are afoot to make it work with the likes of *WILLOW*, *STRIDER* and every version of *STREET FIGHTER 2* up to *STREET FIGHTER 2: HYPER FIGHTING*! Bur-illiant!





Play Toaplan's awesome *HELLFIRE*, and Capcom's ultra-cool *FINAL FIGHT* on a PC Mega Drive emulator.

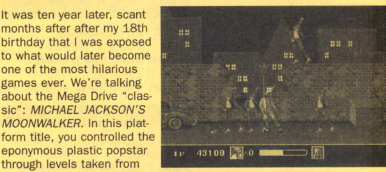


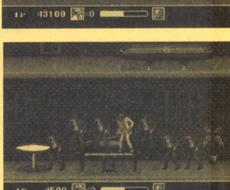
Play a decent version of *STREET FIGHTER II* on your PC! The Mega Drive version was superb. Apart from the crap sound.



As any Mega Drive owner will tell you (if persuaded by tea and biscuits) the speech was always a bit dodgy on that machine. Micheal Jackson sounded like a chicken being plucked, while being drowned in a saucer of milk.

It was ten year later, scant months after after my 18th birthday that I was exposed to what would later become one of the most hilarious games ever. We're talking about the Mega Drive "classic": *MICHAEL JACKSON'S MOONWALKER*. In this platform title, you controlled the eponymous plastic popstar through levels taken from his various videos. Just imagine: you could be in the gangster bar from Smooth Criminal! This game was notable in that when you reached the epic end-of-level confrontations, you used a bit of "Michael Magic" to cause all the meanies in screen (even the dogs!) to start dancing. And then, perhaps not unsurprisingly they would die. However, the eerie thing was the objective of each level. To find small children. Hmmm. At least they were girls. Still, even now the sound effects amuse me: "Aaaow" indeed...





MICHEAL JACKSON'S *MOONWALKER*: a surprisingly good Mega Drive game.

But still... enough! I grow weary of all this old game malarkey.Particularly as I've got tons of work to get through before I go onholiday. Yes - I - so there'll be no excuse for Dave not doing the cabin next month. Byeeee.

FREEPLAY HIGH SCORES

Calling all show-offs! You know who you are! If you want everyone to know how brilliant you are at games you should send your highest scores to us. If they're good enough, we'll print them and give you NO PRIZE at all! Except priceless fame and respect, that is.

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

V-RALLY (PLAYSTATION)

EASY
Corsica 52"92
Gordon Walmsley, Scunthorpe
Indonesia 56"48
Gordon Walmsley, Scunthorpe
Spain 55"24
Gordon Walmsley, Scunthorpe
England 1'07"24
Gordon Walmsley, Scunthorpe

MEDIUM
Safari 59"68
Gordon Walmsley, Scunthorpe
New Zealand 1'13"20
Gordon Walmsley, Scunthorpe
England 56"04
Gordon Walmsley, Scunthorpe
Corsica 53"12
Gordon Walmsley, Scunthorpe
Indonesia 1'01"06
Gordon Walmsley, Scunthorpe
Alps 1'12"72
Gordon Walmsley, Scunthorpe

HARD
Alps 1'35"08
Gordon Walmsley, Scunthorpe
Corsica 1'33"72
Gordon Walmsley, Scunthorpe
Sweden 1'19"32
Gordon Walmsley, Scunthorpe
Alps 1'18"56
Gordon Walmsley, Scunthorpe
Spain 1'23"68
Gordon Walmsley, Scunthorpe
New Zealand 1'40"12
Gordon Walmsley, Scunthorpe
Safari 1'09"64
Gordon Walmsley, Scunthorpe
Sweden 1'43"64
Gordon Walmsley, Scunthorpe

SOUL BLADE (PLAYSTATION)

Arcade Mode 0'18"21 (Cervantes)
Michael Lockwood (MIC), Lancashire

Special Weapon Survival Mode
474 wins (Rock)
Kinkye Yeung (KIN), London

RAGE RACER (PLAYSTATION)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"351
Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'12"717
Kuljeet Chauhan, Southall
Best Race 3'45"864
Kuljeet Chauhan, Southall

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"304
Adi Wells, York
Best Race 2'03"940
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'20"336
Adi Wells, York
Best Race 2'05"582
Adi Wells, York

SONIC JAM (SATURN)

SONIC THE HEDGEHOG
Green Hill Zone 1 25"91
Nathan White (NAT), London
Green Hill Zone 2 17"71
Nathan White (NAT), London

SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds
Sarah Cabry (GEM), Sheffield

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage

3 Mins, Rentahero 25 Wins
Themis Bakas (ACE), Nunhead
7 Mins, Rentahero 49 Wins
John Thompson (JON), Leyland
15 Mins, Rentahero 140
"Buttons Boy" Jim, Isle Of Wight

CHRISTMAS NiGHTS (SATURN)

9999+ Link Attack
Nathan White (NAT), London
0'08"632 Time Attack
Themis Bakas (ACE), Nunhead

Sonic Into Dreams
Level and boss complete
4'01"226
Ryan Carline (RYE), Chester

NiGHTS (SATURN)

Puffy beaten with 102 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 109 remaining
Themis Bakas (ACE), Nunhead
Gulpo beaten with 107 remaining
Brian Lelas (GMB)
Clawz beaten with 100 remaining
Nathan White (NAT), London

666960 Points (Spring Valley)
Nathan White (NAT), London

326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London

370 Link (Soft Museum 1)
Nathan White (NAT), London

426Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

157040 (Twin Seeds)
Nathan White (NAT), London

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 31"2
Chris Murphy, Manchester
Level 13 180 coins
Michael Lai, Liverpool

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 32"79
Stephen Wake, Doncaster
Best Race 1'41"83
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 25"41
MariosPapapetrou (MAZ), London
Best Race 1'18"07
Marios Papapetrou (MAZ), London

KOOPA TROOPER BEACH
Best Lap 28"03
The Ultimate (TUL), The Netherlands
Best Race 1'26"17
The Ultimate (TUL), The Netherlands

KALIMARI DESERT
Best Lap 35"00
The Ultimate (TUL), The Netherlands
Best Race 1'51"20
Zachi Papapetrou (ZAC), London

TOAD'S TURNPIKE
Best Lap 34"35
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'46"98
Tatu Luostarinen (TJL), Helsinki, Finland

FRAPPE SNOWLAND
Best Lap 5"58
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 27"93
Costas Papapetrou (COS), London

CHOCO MOUNTAIN
Best Lap 26"88
George Papapetrou (GEO), London
Best Race 1'21"63
George Papapetrou (GEO), London

MARIO RACEWAY
Best Lap 16"86
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 54"60
Tatu Luostarinen (TJL), Helsinki, Finland

WARIO STADIUM
Best Lap 05"72
The Ultimate (TUL), The Netherlands
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"94
Marios Papapetrou (MAZ), London
Best Race 1'44"29
George Papapetrou (GEO), London

ROYAL RACEWAY
Best Lap 34"98
Marios Papapetrou (MAZ), London
Best Race 1'49"11
Marios Papapetrou (MAZ), London

BOWSER'S CASTLE
Best Lap 38"42
George Papapetrou (GEO), London
Best Race 1'57"54
George Papapetrou (GEO), London

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 6"73
George Papapetrou (GEO), London
Best Race 51"56
George Papapetrou (GEO), London

YOSHI VALLEY
Best Lap 30"88
The Ultimate (TUL), The Netherlands
Best Race 1'37"27
The Ultimate (TUL), The Netherlands

BANSHEE BOARDWALK
Best Lap 36"29
Marios Papapetrou (MAZ), London
Best Race 1'50"50
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'18"34
Marios Papapetrou (MAZ), London
Best Race 3'59"68
Marios Papapetrou (MAZ), London

FREEPLAY FREE ADS

PLEASE REMEMBER: INCOMPLETE, INCOMPREHENSIBLE AND ILLEGAL CLASSIFIED ADS WILL BE THROWN AWAY! MAKE SURE YOUR AD IS CORRECT BEFORE MAILING.

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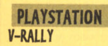
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DEAR WORLD,
I'VE BEEN LOCKED IN THIS ROOM WITHOUT ANY FOOD FOR 12 YEARS. I'VE MANAGED TO SURVIVE BY EATING CARPET UP UNTIL NOW, BUT IT'S ALL GONE. PLEASE SEND ME BITS OF PAPER WITH TIPS ON TO EAT.
LOVE FROM ED



PLAYSTATION

V-RALLY

On the Infogrames logo screen at the start of the game quickly press Up, Down then Triangle and Circle together. You should get the message "Lock Off". Now hold one of these button combinations until you've chosen your language.

L1+Left	**No time limit**
L2+Left	**18 narrow tracks**
R1+Left	**Jeep instead of Peugeot**
R2+Left	**Restart race option in Arcade Mode**

MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

This little code works on both the PlayStation and Nintendo 64 versions of the game. It's simple enough – enter the passcode **XJKNZT** and you'll be able to start on the last level, missing out loads of terrible ones in between.

RESIDENT EVIL: DIRECTOR'S CUT

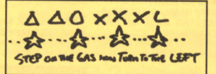
If you're wondering what sort of reward you'll get for finishing Advanced Mode, we're here to ruin the surprise. Play it right through and you'll get the **Colt Python** with infinite shots! Lots of fun.

PARAPPA THE RAPPER

Beating each stage is just a matter of practise, but accessing the freestyle raps is something entirely different. However, during our Louise photoshoot, while waiting for her to beautify herself, Tom discovered a surefire way to get up to 'cool' every time. The secret is simply to hit a button for each of the stars that indicate the beat. For example, here's your basic rap:

STEP ON THE GAS

Triangle, Triangle, Circle.



All you have to do is hit extra beats for the stars as well as the rap, so actually tap this.

Expert players could even hit extra beats for the dots between the stars, but that really only possible for easier raps. Bear in mind, you have to finish each stage once, before you can access the freestyle mode.



SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

You can now also send any tips or guides to this Email address. But please, don't just give us a load you've ripped off the internet or other magazines – we could do that ourselves if we really wanted. Original tips only please. Any really good ones win a free HMV game.

TIPS.CVG@ECM.EMAP.COM

FELONY 11-79

These 12 secret vehicles each have specific conditions which you need to match in order to get them.

RCC	**In far left corner of level 3's mall**
F1	**Clear first stage with no damage**
PLC	**Clear second stage with no damage**
TNK	**Clear third stage with no damage**
PCS	**Clear first stage in under 4 minutes**
GTI	**Clear second stage in under 4 minutes**
DBL	**Clear third stage in under 4 minutes**
VPR	**Destroy $1,000,000 on first stage and clear level within time limit**
ELS	**Destroy $2,500,000 on second stage and clear level within time limit**
360	**Destroy $2,500,000 on third stage and clear level within time limit**
GTK	**Drive through level 2 speed checker at over 114mph**
SSP	**Drive through level 2 speed checker at over 144mph**

MARVEL SUPER HEROES

We know that there are loads of PlayStation owners looking forward to *MSH*. They'll be pleased to know that the brilliant secret playable boss characters we told you about for the Saturn version last month are in the PlayStation game as well.

To play as Dr Doom, first finish the game once on any difficulty. Now go back to Arcade Mode and tap **Down, then press and hold Down again. Still holding Down, press and hold Light Kick, Medium Kick then Hard Kick in order**. If you do it fairly quickly your character picture should change to Dr Doom.

To play as Thanos, make sure you've finished the game at least once already. Then go to Arcade Mode and press **Up, then press and hold Up again. Still holding Up, press and hold Hard Punch, Medium Punch then Light Punch in that order**. Your should change into Thanos.

To play as Anita, make sure you've finished the game at least once as with the other character cheats. Now go to the Arcade Mode character select screen and press **Up, Right, Down, Left, Up, Right, Down, Left, then press and hold Up. Now press and hold Light Punch, Medium Punch, then Hard Punch.**

When you use the Reality Gem, try pressing the Select button. You may well fire pumpkins!

SATURN

DUKE NUKEM 3D

The game's not been out long so we're not going to reveal the cheat modes yet. Instead we've got this excellent hidden mode which was included at the last minute. One of CVG's compadrés, Dan Jevons (he used to write the occasional review for us) pestered his friends at Lobotomy until they gave in and added an analogue control method similar to *Turok*'s. If you pause the game and press **Y, Y, Z, Z, X, X, Y, Z, X** you'll go into Jevons Mode. The *NiGHTS* analogue pad will move your head around and the main buttons let you move around and strafe. The d-pad lets you switch items and weapons. Oooojima!

STREET FIGHTER COLLECTION

To play as Gouki (Akuma) in *Super Street Fighter 2 Turbo*, go to the character select screen and press the L and R buttons simultaneously. Or you can do the whole old arcade cheat which we can't be bothered to print again.

The best cheat in the compilation is one to let you play as Cammy in *Street Fighter Zero 2 Dash*. First of all you need to complete the game in Arcade Mode and get your name at the top of the high score table. Enter the initials "**CAM**" and you should be able to play as Cammy! Highlight Vega (M.Bison) and press Start twice to get her. As well as her *X-Men Vs Street Fighter* moves she can call Vega to do his Psycho Crusher (**B, F, B, F+Punch**).

To access original Champion Edition version of some fighters pick Dhalsim, Zangief, Vega, Sagat, Ryu or Ken with the Start button. Their special moves are all the same as they were years ago.

PC CD-ROM

JEDI KNIGHT: DARK FORCES 2

These cheats can be entered at any time in one-player mode. Just press T, then type in a code.

JEDIWANNABE	**God mode on**
JEDIWANNABE OFF	**God mode off**
DEEZNUTS	**Level skip**
RED5	**All weapons**
WAMPRAT	**All items**
RACCOONKING	**All Force powers**
5858lvr	**Full map**
BACTAME	**Full health**
YODAJAMMIES	**Full mana**
ERIAMJH	**Fly mode on**
THEREISNOTRY	**End level**
SITHLORD	**Be Dark Jedi**
IMAYODA	**Be Light Master**
SLOWMO ON	**Slow motion on**
SLOWMO OFF	**Slow motion off**
WHITE FLAG ON	**Enemy intelligence off**
WHITE FLAG OFF	**Enemy intelligence on**

MELTING POT

YOUR CHANCE TO CREATE A GAME!

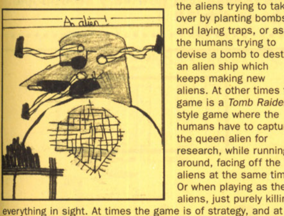
Welcome to the Melting Pot! This is where you'll get your first look at the biggest hits of the next few years – before they've even been started! We know that everyone has a brilliant game idea that they'd love to see, so why not put it all on paper and tell the world about it? If it gets printed, it's also copyrighted so that no-one can steal your amazing game unless they pay you loads of money! Send your brief game ideas and pictures to the normal FreePlay address.

MARS ATTACKS!

© David Cooper, Sheffield 1997

Mars Attacks is an alien simulator! You can either control the aliens trying to take over the Earth, or control the humans trying to defend the Earth from the aliens.

The style of the game is mixed. At times it's a *Command & Conquer*-style game set over a vast city. Either playing as the aliens trying to take over by planting bombs and laying traps, or as the humans trying to devise a bomb to destroy an alien ship which keeps making new aliens. At other times the game is a *Tomb Raider*-style game where the humans have to capture the queen alien for research, while running around, facing off the aliens at the same time! Or when playing as the aliens, just purely killing everything in sight. At times the game is of strategy, and at other times an action-packed thrill ride.



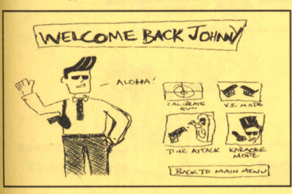
My game would be a big seller because it would please gamers with its big-selling game styles, ie. *Red Alert* and *Tomb Raider* styles.

JOHNNY LAW ™ PAID VACATION

©Alex Huhtala/Ω Gamez

After the amazing success of the home conversions of the brilliant *Johnny Law NYPD* arcade game, featuring two entirely new console only missions; LA VENGEANCE and SAN FRANCISCO HEAT. Ω Gamez decided to give the fans something totally unexpected. The result is the straight to console sequel *Johnny Law: PAID VACATION*.

In this new take of the *Johnny Law* series, Johnny is no longer working for the police force. Instead he has been hired by an unconfirmed source to rescue the President's daughter who has been kidnapped. The first level is set in the French Alps,



where Johnny must infiltrate the enemies base and steal the secret microfilm revealing the whereabouts of the President's daughter. Once he has the film, he must set explosives and escape the base on skis. An amazing chase ensues, in which you not only control the skis but also shoot the bad guys. The second level sees the return of Johnny Lee, Law's partner in San Francisco Heat. Lee assists you in infiltrating the abandoned warehouse at the docks in Jamaica, and a massive gun fight breaks-out with the level completed once you question Carlos Martelli, revealing further information about the President's daughter who has been moved to a different location. The game follows this format with each level taking place in a different country. Some levels feature new vehicles, such as helicopters and jet-skis which can be used by Johnny to aide him, especially in his escapes. Unlike other gun games where once you have found the clue or questioned the gangster the level finishes, you must then escape from the enemy base, so not only do you shoot your way in, but you must also shoot your way out. The thrilling climax takes place on Woborama's island fortress near Thailand. With the help of Jim Lai, you must infiltrate the island by swimming through a cave, which grants access to the hidden base. From inside you have 10 minutes to kill everybody and finally rescue the President's daughter. Once you complete the game, you'll have the option to play WELCOME BACK JOHN from the title screen, where Johnny is back on the streets of New York with another job to do.

SPICE GIRLS BEAT 'EM UP

© Calum Leslie, Falkirk 1997

On the possible Spice Girls game, I think it could be a 3D beat 'em up. You choose from the five Spice Girls, to fight against characters such as Liam Gallagher, Damon Albarn, Zac from Hanson, and the big boss would be Keith from the Prodigy. The endings could be Victoria finding the perfect shoes, Mel C reveals her true identity – Mal Etchingham, the dustbinman (eh?). Mel B would at last find a credible image and hairdo. Emma would take an overdose and be given the coveted title of Scary Spice, and Geri would be getting undressed, but suddenly her knockers would enlargen too fast and explode in front of your eyes. She would be known as Flat Spice. There could be cheats like 'Geri's Baps... (okay, enough).

BOB

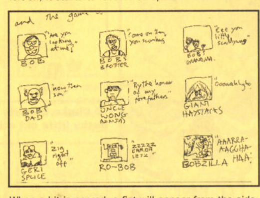
© Tom Cox. NSD Productions

Bob is a simple game purely based on speed of reaction and eye-to-hand co-ordination. It plays much in the same way as the old classic *Missile*



Command, where you have to accurately place anti-missile bombs very quickly to stop the cities being destroyed.

On the screen is a face. BOB. The idea is to land as many punches on this face as possible before Bob's brother turns up. if you beat Bob up before his brother arrives, you have won that stage. If his brother turns up before Bob is beaten, you lose. Bob's face moves and shudders randomly. When either his eyes, nose, cheek or mouth areas light up, you must accurately place the cross-hair on the centre of this spot and hit the target. If an area is left on, it starts to recover so speed is essential.



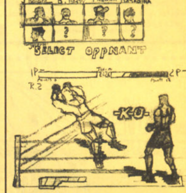
When a hit is scored, a fist will appear from the side of the screen and hit Bob. The hit area will go off and will become damaged, eg. broken glasses or bruised/cut cheeks. Bob will utter a cry of pain such as "oww!" or "dgnnn!" or a bone crunch will sound. Your progress is gauged by the 'beat-o-meter' – reach the top and the stage is won.

When you have succesfully beaten Bob, a fist will place one final uppercut under his chin thus punching his head clean off. It will fly up off the screen and land in the distance, landing with a sickening bounce and oozing blood. You are then ready for the next stage – Bob's Brother. He will appear as if running from the distance. When he arrives he will challenge you. "Come on then you scumbag" and the game commences once more.

PRINCE NASEEM BOXING

© Sher Singh 1997

I have an idea for a fighting game which I think would be EXPLOSIVE! A polygon-filled 3D Prince Naseem boxing game available on PlayStation, Saturn and N64. With a choice of 8 real feather-weight opponents, *Tekken*-style special hooks and uppercuts, and a practice mode where you could test out your fighting skills and put together different combos using a punch bag. Just imagine blood, guts and astonishing effects with Jungle or garage for background music. Wicked eh?



SPICE GIRLS STRIP POKER

© The Sad Lord, Nottingham 1997

Regarding your plea for the forthcoming Spice Girls game. Well for me, the ultimate Spice game would be *Spice Girls Strip Poker*. This would be fantastic, I would buy a PlayStation for this. Sure you could call it sad, but admit it – it would be ace. It's just a pity it will never happen.

THE SEGA ORACLE

© John Manfield, Devon 1997

I was wondering what the next Sega console (64-bit) would look like. Which gave me a few ideas of my own. It's called the 'Sega Oracle (TM).' Here I have enclosed a copy of the 'Sega Oracle (TM)' (front, side and birds-eye view), control pad and memory card (similar to the PS one). Please could you tell me your thoughts on my design and whether it is worth sending to Sega themselves. Cheers!

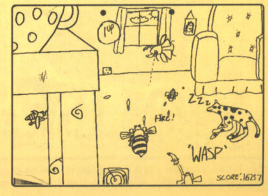
WASP

© Ste Longdon 1997

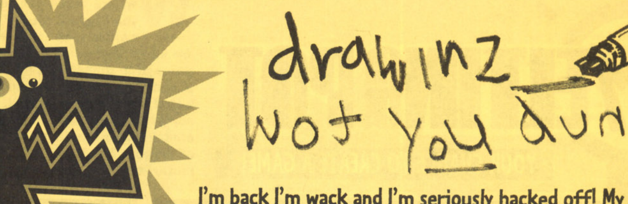
My idea of the coolest game of all time would be called '*Wasp*' and it would be a 3D shoot 'em up. A bit like *Descent*, but in the house and garden like *Micro Machines*.

Imagine swooping down under the table and firing a mini-homing missile at a hovering stag-beetle. It would be totally interactive too, so if you shot a human sitting down at a table, he would get up and start whacking you with a rolled-up newspaper. There is no end to the places to set the fighting, eg. supermarket, garage, attic, shopping mall, even a zoo! It would have the usual hordes of enemies and loadsa meaty weapons and power-ups, and of course the cheesy storyline that no-one pays attention to.

So there you have it, my idea of the perfect game, original with a nostalgic shoot 'em up element. Happy gaming.



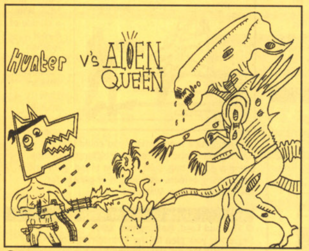
Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.



I'm back I'm wack and I'm seriously hacked off! My section is the best, anyone telling you otherwise makes me crosssssss!

KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

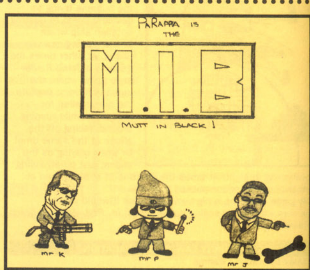
Welcome games players and artists alike to the internationally acclaimed 'Drawinz Wot You Done'. If you doubt its greatness just look on and you will soon be realise just how very stoooopid you really are........ See I told you so didn't I!



Off to our usual high standard, with my inter-galactic super hero self. What can I say other than a Big Thanks to those Longford brothers!



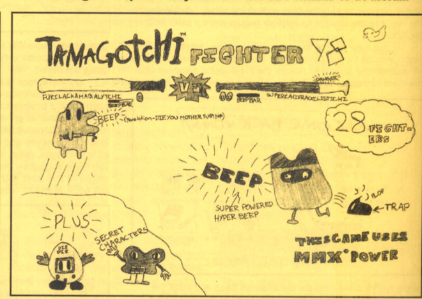
Well just how can a dog resist. But no turds thanks Andre Knight.



Parappa's COOL he aint no FOOL thats why he raps and rhymes OL' SKOOL ! Thanks to D. Moran.



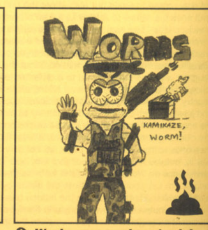
When standars are this good it makes my job seem worthwhile. Doggidy do dar day what more can I say, keep up the good work Ross.



Clarke Baldwin has a great idea to help me rid the place of the pesky little cut ethings. Let them destroy each other!

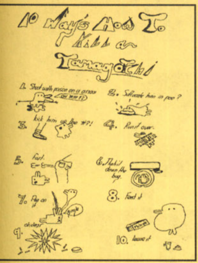


FF VII swords and stuff, just what I like to see Andrew James.

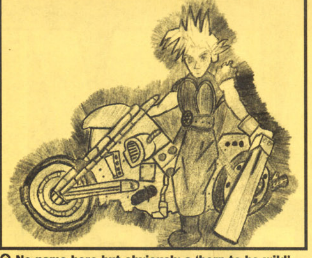


Wesley worms do not rule! Don't make that mistake again!

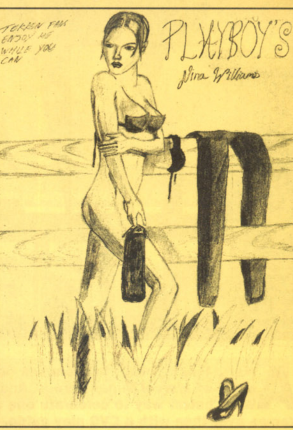




There is only one way to kill little cute things. Eat Them!Roberts!



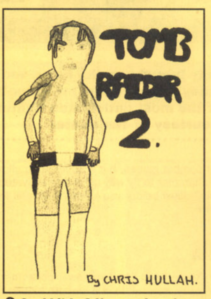
No name here but obviously a 'born to be wild' child. Love the crazy shading/radioactive glow.



Not bad, not bad! In your dreams Rj Harina!



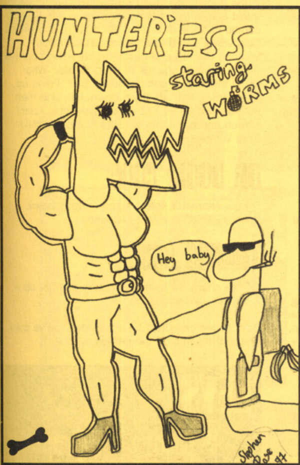
Ken might be smiling but I'm not. Why have you let half of the page empty. Sort it out Sanjay!



Could it be? No, surely not a remote relative of our own Alex Huhtala. Scarey or what Chris!



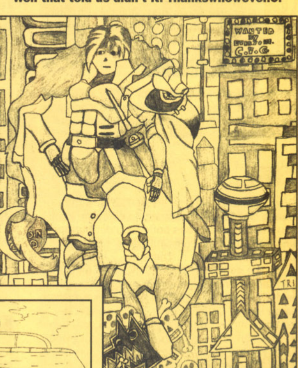
Well that told us didn't it! Thankswhowever.C.



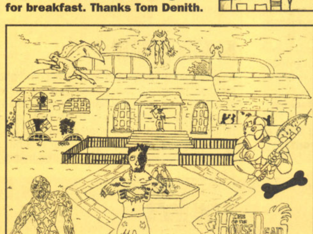
Now that is what I call a real Lady Dog. If only you had her stopming the worm, then she'd be perfect. Nice one all the same Stephen Rose.



Believe me don't try this at home. Ed dosen't taste too good for breakfast. Thanks Tom Denith.

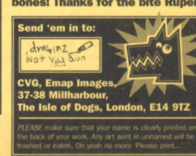


Doggy heaven look at those bones! Thanks for the bite Rupert.



Looks like the kind of rough and tough neighbor hood I grew up in. Thanks for the memory. Have a bone Jo!

drawinz wot you dun



Send 'em in to:

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten, Oh yeah no more 'Please print...'.



MARVEL COMICS

MARVEL SUPER HEROES

PLAYGUIDE

After a lengthy wait, Capcom has finally brought us the home versions of *Marvel Super Heroes*. And they're absolutely awesome!!! What better way to celebrate one of the most anticipated fighting games ever than with a CVG play guide, courtesy of Yas Hunter!

MARVEL SUPER HEROES GLOSSARY

Here's a mini list of terms for all of you who are new to this beat'em up lark:

SUPER COMBO

Basically a super attack, and is often performed in a similar manner to a special move. Has the added effect of causing more damage, but uses up a special energy gauge.

INFINITY GAUGE

A special energy gauge that allows you to utilise your hero's super combo or Infinity Counter. Is built up by performing any attack.

CHAINS (CHAIN COMBO)

Whereby you link together any two or more normal attacks together in a combo. So if you press weak punch and then immediately follow with a weak kick, you've managed a chain combo!!!

GEMS

One of the coolest aspects of *MSH* are the Chaos Gems. When collected, select the gem you want to use (press both shoulder buttons) and perform a quarter circle away motion +3 punches to activate it. There are 2 benefits of using the gems – (1) Obviously, your character can temporarily harness the power of the gem, and (2) if used in mid-block (in a similar fashion to an Infinity Counter) or as the opponent is about to hit you with a regular attack, you can relieve him of the gem that he has highlighted!! Here's a list of the gems and their properties:

TIME: a speed up.
POWER: boosts your character's attacking power.
REALITY: either a cluster of lighting balls or icicles appear to attack your opponent.
SPACE: super armour.
SOUL: increases your energy gauge.
MIND: increases your Infinity gauge.

SUPER JUMP

In *MSH* you have 2 types of jump – a normal jump or a super jump. A normal jump is the same as those seen in *Street Fighter* and all other combat games, but a super jump allows your character to fly way up and is activated by tapping down before you jump. Essential for aerial raves.

ROLLS

After you've been knocked down, perform away, down-away, down+P in one smooth motion for your character to roll back on to his feet (as in SF Zero). Useful if your opponent's coming after you with another combo.

FOLLOW UP

Once your opponent's on the floor, don't let him just lie there – give him another good kicking!! The move that can be used for this vary from character to character and many have more than just one follow up attack, so experiment!!

LANDING THROWS

To land throws, input a normal throw command to see your character land a potentially damaging throw.

POSE

To top off a ong combo, why not finish of with a pose? Press both shoulder buttons and tap down twice to see your former friend storm out of your bedroom.

INFINTIY COUNTER

As seen in SF Alpha and other Capcom fighting games, the Infinity Counter is an easily-activated counter move. With 1 infinity gauge stocked up, in mid-block, perform away, down-away, down + punch in one smooth motion during mid block. It has to be said, the Infinity Counter is a bit useless and is a waste of a hard-earned Infinity gauge.

AERIAL RAVES

MSH has graphically spectacular Super Combos ie. Iron Man's Proton Cannon and Black Heart's Heart of Darkness, but for the truly outstanding attacks, the aerial raves are it. Aerial raves are basically a mid-air combo and are easy once you get the timing down. After your character has successfully hit with a 'floater move', immediately push up and do a chain combo of your choice. It's as easy as that. But for the best results, use a weak kick or punch to start the chain combo and once you've become quite good, try to finish the aerial rave with either a throw, a special move, or even better a Super Combo!!!

SECRET CHARACTERS

MSH has its share of hidden characters and while all Gouki (X-Men:COTA) fans will be disappointed, there are three very interesting extra fighters for you to get to grips with. The two boss characters, Dr Doom and Thanos, become playable characters once you've finished the game and entered their respective codes, but the thirrd is of a truly terrifying nature – with a super combo capable of causing 98 hits (!), she wields Donovan's sword (the Vampire Hunter from Vampire Hunter) and has all of his moves bar his Super Combos and his Blizzard Sword. Who could this monstrous contender be? Press up, right, down, left, up, right, down, left, and then hold up and press XYZ on the character select screen and you'll find out. It's Anita, the child from Vampire Hunter!

DR DOOM CODE:

On the character select screen, press down, down + A,B,C in a fast sequence.

THANOS CODE:

On the character select screen, press up, up + Z,Y,X in a fast sequence.

Both codes can ONLY be done once you've completed the game on the default setting.

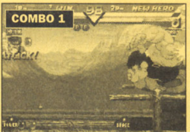
KEYS

P - punch
K - kick
J - jump
C - crouch

HULK

He may be slow, and he may not have a decent command throw to his name but he packs a punch!! A 3-hit combo with Hulk is the equivalent of a 12-hit with Captain America, so don't expect huge combos with Banner's alter ego. It's best to use the Gamma Slam (half circle towards+P) often and when you see a lapse in your opponent's defenses, destroy him with the Gamma Charge (charge away then towards+K). And if there's an aerial strike coming your way, knock them out of the sky with the Gamma Crush!

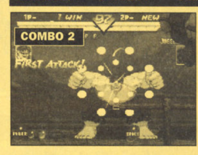
FLOATER MOVE: crouching strong punch



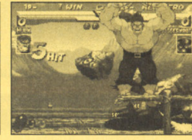




COMBO 1
J medium P • C weak P • C medium P • Gamma Charge (hold away, then towards+K)







COMBO 2
J medium P • C weak P • C strong P • Gamma Crush (quarter circle towards+3 P)

WOLVERINE

Whatever your skill level, Wolverine has much to offer. His strength lies in his speed and multi-hit attacks (great for cheesy beginners), but there are subtle touches that can change how he is played. Try experimenting with his aerial raves to make one of the most misused characters ever into an awe-inspiring combo monster!!!

FLOATER MOVE: standing strong kick



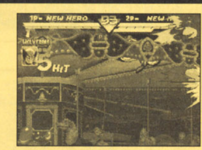


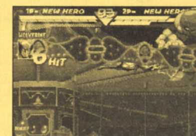


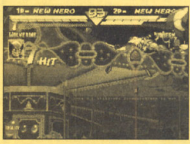


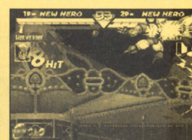


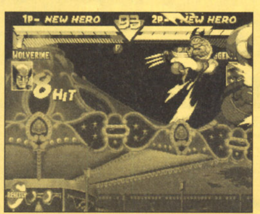




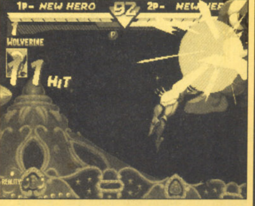












COMBO 1 (aerial rave)
J weak K • J medium K • weak K • medium K • strong K • push up • weak P • medium P x 5 • medium K • Drill Claw (press same strength P+K)

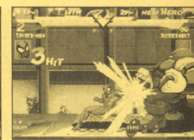
COMBO 2
J weak K • J medium K • weak P • medium P • C strong P • Berserker Barage (quarter circle towards + 3P)

SPIDER-MAN

I felt that Spider-Man on initial play seemed to have plenty of multiple hit combo potential, but after an exhaustive play test I came away disappointed. Still Spidey does have some very useful and damaging combos up his sleeve, and his speed and effectiveness is equal to that of Wolverine. Make sure you mix up all his combos otherwise he can be easily countered and get a severe slapping, especially from the likes of the Hulk and Juggernaut.

FLOATER MOVE: standing medium punch



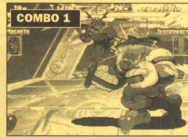



COMBO (aerial rave)
J weak P • J medium P • weak P x2 • medium P • push up • weak P • medium P • medium K • strong K • Web Ball (quarter circle towards +P)

MAGNETO

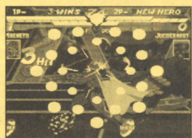
Magneto is an odd villain as his special moves (bar his aerial fireball) can't be linked to an chain combo, as they take so long to hit! For success with Magneto, it's best to stick to a 'containment' game plan, so try to cut out any movement from your opponent and when there is a chance for you to start a combo, 'sedate' your opponent with either a throw (towards+P) or a Hyper Gravitation and then into a chain combo or a super combo.

FLOATER MOVE: standing medium punch







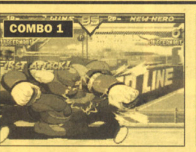


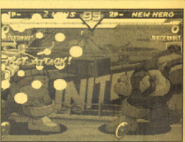

COMBO
J weak K • J strong K • C weak K • C strong K • Magnetic Shockwave (quarter circle towards +3P)

JUGGERNAUT

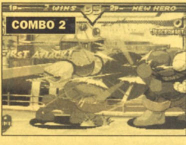
In the arcades, most people didn't take time to play as Juggernaut as he is immensely slow and lacks flashy moves. But just like Hulk he has immense power. Also he can't be stopped with a regular attack during a move (and does not take as much damage as the other hero/ villains) so you won't have to play an over cautious game. Don't expect any huge combos but do expect rounds to finish in a matter of seconds. A fun character.

FLOATER MOVE: crouching strong punch



COMBO 1
weak P • medium P • Juggernaut Headcrush (quarter circle towards +3P)






COMBO 2
J strong P • C strong K • Earthquake (towards, down towards, down +P)

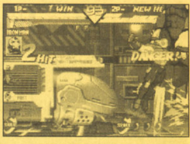
IRON MAN

Iron Man has to be one of the most annoying heroes in *MSH* as his whole strategy is based almost solely on keeping the opponent at a safe distance a la Dhalsim but with more damaging special moves and super combo. But when you do see an opportuity to attack, dash into a crouching weak sweep and then into a chain of your choice.

FLOATER MOVE: standing strong kick

COMBO 1








COMBO (aerial rave)
dash • strong K • push up • weak P • medium P • strong P • down+ strong K

PSYLOCKE

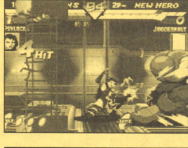
Psylocke is one of the more demanding characters and you really have to work hard to get any hugely damaging combos. What she lacks in power and accessiblity, she makes up in diversity. All her special moves and super combos can be used in mid air, making aerial raves with Psylocke a pleasure. To top it all off, she has 3 different super combos (she has the most super combos out of the regular characters)!!

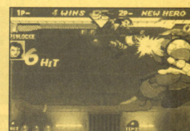
FLOATER MOVE: crouching strong punch

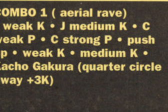
COMBO 1



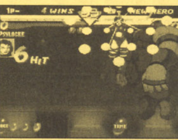
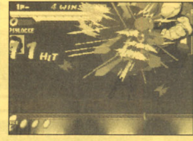


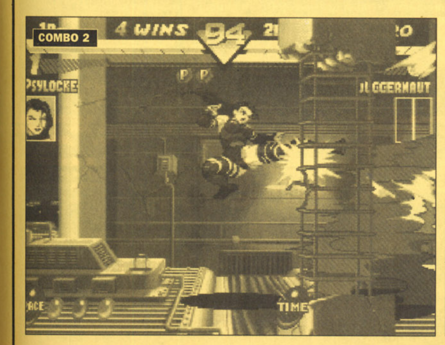




COMBO 1 (aerial rave)
J weak K • J medium K • C weak P • C strong P • push up • weak K • medium K • Kacho Gakura (quarter circle away +3K)

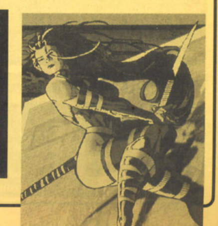




COMBO 2





COMBO 2
towards+ medium K • C weak P • C medium P Maelstrom (quarter circle towards +3K)



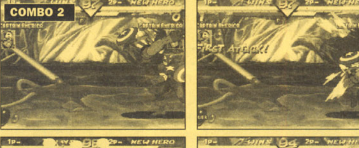
CAPTAIN AMERICA

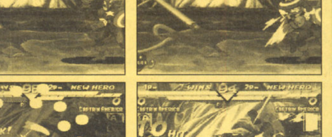
Captain America excels in pretty much every department – speed, power, the moves. Though he is very accessible, he's got enough scope in terms of combos and strategy thus making him a good choice for beginners and experts alike. Whichever way you approach an opponent to start your attack (jumping or dashing), you can't really go wrong with him.

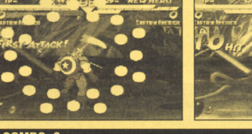
FLOATER MOVE: standing medium punch

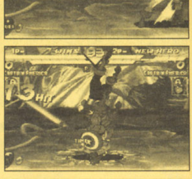
COMBO 1 (aerial rave)
J weak K • J medium K • weak P • medium P • push up • weak P • medium P • Shield Slash (quarter circle towards + weak P)

COMBO 2









COMBO 2
J weak K • J medium K • weak P • strong P • Final Justice (quarter circle towards + 3P)

SHUMA GORATH

The most unpopular character of the game is in fact one of the more accessible villains in the entire game!! With special moves ranging from command throws to projectiles, Shuma Gorath has enough diversity to deal with any opponent with ease. It's best to mix up all his combos, but combo 1 (below) is a good attack to use as a base. Combine all this with an unblockable super combo and you have a very good fighter on your hands.

FLOATER MOVE: standing medium kick

COMBO 1
J strong K • Chaos Dimension (quarter circle towards + 3P) • as the opponent is floated up in the air, catch them for the final part of the super combo

COMBO 2











COMBO 2
J strong K • C medium P • C medium K • Mystic Stare (hold away, then towards +P)

COMBO 3
dash weak K • Divitalisation (half circle away +K)

BLACKHEART

Patience and lots of it is what you will need to become competent with Blackheart. His special moves shouldn't really be used on their own unlike Spider-Man's Web Ball or Cap's Shield Slash, but instead be 2-in-1 with a strong punch or kick. But once a special move hits, that's when Blackheart becomes a 30+hit character!! One word of advice – don't be afraid of repeating the same combo over and over again with Blackheart.

FLOATER MOVE: standing medium punch

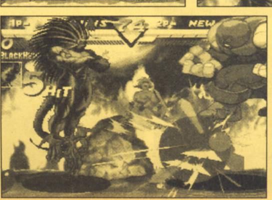
COMBO 2
Inferno (half circle away +P) • Heart of Darkness (quarter circle towards + 3K) • C strong P
COMBO 3strong P • Dark Thunder (half circle towards +P) • C strong P

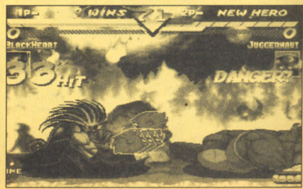
COMBO 1 (aerial rave)
J medium K • weak K • medium P • push up • weak P • medium P • medium K

COMBO 2







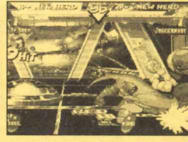
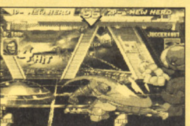
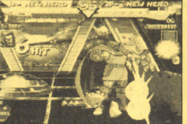


DOCTOR DOOM

In the comics Thanos maybe a mighty character, but in the game Dr Doom is far superior and should have been made the last boss!!! The CPU Dr Doom is tough, but in the right player's hands he is perhaps the most powerful villain/hero in the game (bar Anita of course!)!!!! He excels in every aspect of the game – big combos, aerial raves, and wide range of special moves.

FLOATER MOVE: standing medium kick




COMBO 1 (aerial rave)
J weak K • J medium K • weak K • medium K • push up • weak P medium P • strong P • Photon Array (quarter circle towards +3P)

COMBO 2
J weak K • J medium K • weak P • strong P • Final Justice (quarter circle towards + 3P)

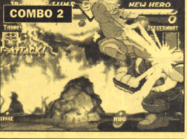
THANOS

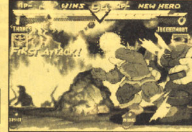
One of the worst CPU intelligences of all time has to belong to the last boss Thanos. Even with the Chaos Gems he's a push over with Perfects not a rare sight. Luckily, selectable Thanos doesn't suffer the same flaws of the CPU counter part and has some real potential if you have the patience to play as him. His special moves are nothing amazing, but he has six different super combos, and his regular attacks are great and should be used often, as A: there's more chance of it hitting and B: it fills the Infinity guage like there's no tomorrow.

FLOATER MOVE: crouching strong punch

COMBO 1
C strong K • Bubble Shot (quarter circle towards +K) and repeat over and over again until the opponent's dead

COMBO 2








COMBO 2
J weak K • J medium K • weak P • medium P • strong P• Space Gem super combo• C strong K

SUPER COMBOS
With Thanos, the super combo command are different to that of the other characters in the game, and are performed with away, down, down away + an attack button. But depending on which of the 6 buttons is pressed a different super is employed and are as follows:
Reality - weak P, • Space - medium P, • Power - strong P
Time - weak K, • Soul - medium K, • Mind - strong K

ANITA

Who is the toughest character in the game? Dr Doom or maybe Wolverine? Nope it has to be Anita. Her regular combos are very damaging (20+ hits!) and her super combo can reduce a healthy energy bar down to an eighth of it's original size!! Speed and power is what she has – can you match her abilities with your skill?

FLOATER MOVE: crouching strong punch

COMBO 1 (aerial rave)
dash • C weak P • C medium P C strong P • push up • weak P • medium P • strong P • Electric Sword (away, down, down away+P , press P rapidly)
COMBO 2
as you're in the ascending half of the jump, J weak P • J medium P • J strong P • Electric Sword (away, down, down away+P , press P rapidly)



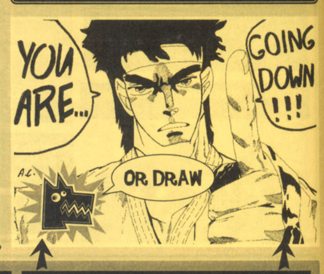
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FreePlay is over for another month. Boo hoo. But don't worry – it'll be back again next issue! And you know what time of year it is next month? Christmas! Yeee-hah! That means loads of festive FreePlay fun for you all! But we can't do it without YOUR help. We need you to send in all the scraps of gaming information floating about in that swollen melon head of yours. Put it all in an envelope and mark it clearly with the name of the section it's for. Or else...



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What's the big game at the moment? Are you any good at it? If so, let us and the rest of the gamesplaying world know how you got so good by sending in your tips for it. We'll take a look at anything right from the tiniest hint up to a complete guide. The best thing we receive each month wins the sender any game they want – for no money at all!

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We need to know what you're all looking forward to so that we know what to put in the mag. Let us know by writing down what you most want in order, and we'll compile them into a chart each month. You can find out what everyone's gagging for by looking on the front page of FreePlay. It doesn't even need to have been officially announced to count.

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MOST WANTED

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